

# RULES

*IMPORTANT: These rules replace and supersede all previous rules for BOWL BOUND. These rules are based upon the following sources: (i) The published BOWL BOUND rules, copyright 1978 by The Avalon Hill Game Co. and written by Dr. Thomas R. Nicely (3<sup>rd</sup> Edition – Spring 1989); (ii) private correspondence with Dr. Nicely, including various iterations of experimental advanced rules used by him and his play testers that were never published; (iii) the published rules for PAYDIRT, copyright 1981, and the PAYDIRT 1990 Supplement to the Rules, to the extent that they cover items not published in the BOWL BOUND rules that are not inconsistent with college football; (v) “PAYDIRT 2004” rulebook authored by Matthew P. Floray; and (vi) valuable insight gained from discussions with Mr. Floray. Some of Dr. Nicely’s experimental advanced rules, and some of Mr. Floray’s modified rules and suggestions have been adopted, and some have not, based entirely on my own experience and tastes. The addition of the “OFF 5A” penalty (offensive penalty before the snap) is my own.*

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## BASIC RULES

***Throughout this rule book, commentary on the application of specific rules and game situations to the Excel-based BOWL BOUND game is included in gray-shaded boxes. The application of most game situations and procedures to the Excel game is self-evident. No attempt is made to explain obvious differences***

***(e.g., a description of “equipment included,” the need to click control buttons instead of throwing dice, etc.). To begin a game in Excel, click the "Choose teams" button, follow the instructions, and then click the "Start new game" button. The various rule options in the forms that then appear will be clear once the Basic Rules and Advanced Rules are digested.***

## **I. DESCRIPTION OF THE GAME**

BOWL BOUND is SPORTS ILLUSTRATED's college football replay/simulation game. Color-coded team charts have been prepared for each of several college teams, using the actual statistics for each team and season portrayed. These statistics have been analyzed, using mathematical formulas and computer programs, and the results have been encoded in the easy to use Team Charts. Thus, each color coded Team Chart reflects, with great accuracy and detail, the real life performance, in each and every phase of the game, of that particular team for that particular season. The attention to detail used in preparing the Charts, along with extensive playtesting, has produced a replay game, which we are sure you will find unrivaled for excitement and fidelity!

## **II. EQUIPMENT INCLUDED**

- One set of color-coded Team Charts, one for each college team
- Rules Folder, including both Basic Rules and (optional) Advanced Rules
- Two special charts, one for each player, containing the Legend, Priority Chart, Timing Chart, Squib Kickoff Return Chart, and spaces for marking the offensive play or defense formation of your choice
- Playing field
- Football marker and Yards-to-go marker
- Five special game dice
- Power Ratings and Yardage Factors Chart
- Scorepad

## **III. PLAY OF THE GAME**

Basically, the sequence of play is the same as in actual college football. Each player secretly chooses an offensive play or defensive formation from his Team Chart, then

throws his special game dice. From the totals, the results are then found on the Team Charts. The offensive and defensive results are then combined, using the Priority Chart, to determine the final outcome of the play. Special situations (penalties, kicking plays, free balls, etc.) are explained in a separate section.

## IV. HOW TO USE THE GAME EQUIPMENT

### 1. SPECIAL GAME DICE

#### *(A) OFFENSIVE DICE (1 Black, 2 White)*

To determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the two white dice. The offensive dice total can be any number from 10 through 39.

#### *(B) DEFENSIVE DICE (1 Red, 1 Green)*

The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5.

***This explanation of the dice odds is provided for the benefit of those who do not own the original game, or otherwise have access to a set of Bowl Bound dice.***

***The Offensive Dice consist of one black die (the 10s digit) and two white die (which are totaled for the ones digit). Dice totals of 10 through 39 can be produced. The black die's faces are: 1 opposite 2; 2 opposite 3; and 3 opposite 3. One of the white die's faces are: 0 opposite 0; 1 opposite 4; and 2 opposite 3. The other white die's faces are: 0 opposite 5; 1 opposite 4; and 2 opposite 3.***

***The Defensive Dice consist of one red die and one green die, which are totaled for a number of 1 through 5. The red die's faces are: 1 opposite 1; 1 opposite 3; and 2 opposite 2. The green die's faces are: 0 opposite 0; 0 opposite 1; and 0 opposite 2.***

***The following table shows the number of rolls for each of the 216 permutations of the Offensive***

**Dice:**

**10: 2 20: 4 30: 6**

**11: 3 21: 6 31: 9**

12: 4 22: 8 32: 12

13: 5 23: 10 33: 15

14: 6 24: 12 34: 18

15: 6 25: 12 35: 18

16: 4 26: 8 36: 12

17: 3 27: 6 37: 9

18: 2 28: 4 38: 6

19: 1 29: 2 39: 3

***The following table shows the number of rolls for each of the 36 permutations of the Defensive Dice:***

1: 12 ; 2: 11; 3: 9; 4: 3; 5: 1

## 2. COLOR CODED CHARTS

The **LEGEND** explains the meanings of all colors, symbols, and abbreviations appearing on these charts.

### *(A) OFFENSIVE TEAM CHARTS*

After an offensive play has been selected, the offensive dice are rolled and totaled. To find the OFFENSIVE RESULT, read down the column of the play selected and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the offensive result (which must still be combined with the defensive result, using the Priority Chart).

### *(B) DEFENSIVE TEAM CHARTS*

This chart contains a separate # ON DICE column for each of the six defensive formations. After an offensive play and defensive formation have been selected, the defensive dice are rolled and totaled. The DEFENSIVE RESULT is then found as follows: Read down the column of the offensive play selected, and across from the defensive dice total in the # ON DICE column of the defensive formation used. The box at the intersection contains the defensive result (which must still be combined with the offensive result, using the Priority Chart).

### ***(C) SPECIAL TEAM CHARTS***

To determine the result of a Special Team Play, roll and total the OFFENSIVE DICE. Look at the Special Team Chart, in the column of the type of play called (Kickoff, Punt Return, etc.) and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the FINAL OUTCOME of the play (do not combine with any other result). The #ON DICE column itself is also used for Extra Point Attempts (see Basic Rule VI-7).

### ***(D) PRIORITY CHART***

This is used for combining the offensive and defensive results to determine the final outcome of the play. Look in the column below the defensive result and in the row across from the offensive result; the box at the intersection shows which result overrules, or may instruct you to combine the two results.

#### **EXAMPLES**

*Offensive result was a 5 in a green box, defensive result was a -2 in a red box. Priority Chart says ADD, so final outcome is a 3-yard gain.*

*Offensive result was a 4 in a green box, defensive result was a (0) in a red box. Priority Chart says defense overrules, and final outcome is No Gain.*

*Offensive result was a (4) in a green box, defensive result was a -1 in a red box. Priority Chart says offense overrules, and final outcome is a 4-yard gain.*

*Offensive result was a (4) in a green box, defensive result was an (-1) in a red box. Priority Chart says the ( ) offset and final outcome is a 3-yard gain.*

*Offensive result was a -2 in a red box; defensive result was a -2 in a red box. Priority Chart says ADD, so the final outcome is a 4-yard loss.*

*Offensive result was a white box; defensive result was a -3 in a red box. Priority Chart says ADD, so the final outcome is a 3-yard loss.*

*Offensive result was a QT in a red box; defensive result was a -10 in a red box. Priority Chart says offensive overrules; offense rolls its dice again and finds the final outcome in the QT column of its Offensive Team Chart (no subtraction).*

*Offensive result was an F +6 in a red box; defensive result was a 12 in a green box. Priority Chart says offense overrules, and the result is a fumble 6 yards downfield (see Basic Rule VI-10).*

*Offensive result was an OFF S in a yellow box; defensive result was an INT 10 in a red box. Priority Chart says offense overrules, resulting in a penalty against the offense (but the defensive result may still apply; see Basic Rule VI-4).*

*Offensive result was an F +22 in a red box; defensive result was a (TD) in a green box. Priority Chart says the outcome is a fumble one yard deep in the defenders' End Zone (see Basic Rules VI-10 and VI-13).*

*The offense punts, with a result of 48 in a green box. For Special Team plays there is no defensive result and the Priority Chart is not used. The final outcome is a 48-yard punt, and the defenders may attempt a return (see Basic Rule VI-5).*

*Offensive result was an INT 28 in a red box; defensive result was a (TD) in a green box. Priority Chart says the final outcome is an incomplete pass.*

### **3. PLAYING FIELD, TIMING, SCOREPAD, AND PLAY SELECTION**

The Football Marker is used to locate the current line of scrimmage or position of the ball. The yards-to-go marker indicates the 10 yards necessary for the next first down.

The score, quarter, time remaining, down, and timeouts are recorded on the special Scorepad. After each play, the time consumed is found from the Timing Chart and the proper number of timing squares are blacked out on the scorepad. Each box equals 10 seconds, and each set of boxes equals one minute. The blank boxes then show the time remaining at the next snap or kickoff.

Each team receives 3 timeouts per half. These are called after a play, and are used to reduce the duration of that play to 10 seconds. Whenever a team calls a timeout, black in the space provided. If a play begins with more than two minutes remaining in a half, there must be at least two minutes remaining when the following play begins, due to the official's timeout at the 2-minute warning.

Any play begun before the end of a quarter is completed as part of that quarter, whether or not sufficient time for that type of play remained on the clock. Completed quarters are indicated by blacking in the box provided.



The down is shown by moving a coin onto the proper circle on the scorepad. Scores are recorded in the linescore grid provided.

Sets of spaces are provided on each of the special charts, so that a coin may be used to indicate the players' choice of offensive play or defensive formation.

## **V. SETTING UP AND PLAYING THE GAME**

The easiest way to learn how to play BOWL BOUND is to follow the procedures outlined below. If you are uncertain how to read the dice or game charts, refer to the previous explanations and examples. As you play, certain special situations (penalties, kicks, free balls, etc.) will arise; when they do, refer to Section VI below, check what to do, and then continue play. EXCEPT WHEN THE SPECIAL RULES OF BOWL BOUND APPLY, AND IN ANY CASE OF DOUBT, ALWAYS APPLY THE CURRENT OFFICIAL RULES OF COLLEGE FOOTBALL.

### **1. TEAM SELECTION**

Each player picks a team by selecting its color coded Team Chart. This may be done by mutual agreement.

### **2. SPECIAL CHARTS**

Each player will also have one of the special charts for reference.

### **3. COIN TOSS**

Each player rolls the offensive dice; high total has the choice of receiving or kicking off (the other player has the choice at the beginning of the second half).

### **4. KICKOFF**

Kicking team places the ball on its 30 yard line, rolls the offensive dice, and reads the kick yardage from the Kickoff column of its Special Team Chart; the ball is then move this distance downfield. (Note: the NCAA changed the Kickoff spot to the 30 yard line effective for the 2007 season.)

### **5. KICKOFF RETURN**

The receiving team now rolls the offensive dice and reads the return yardage from the Kickoff Return column of its own Special Team Chart, then moves the ball this distance back upfield.

## 6. TIME RESOLUTION

The Timing Chart is consulted for the time consumed by the kickoff and return, and the proper number of timing boxes is marked off on the scorepad. The yards-to-go marker is placed, extending from the line of scrimmage to 10 yards upfield. A coin is placed on the 1st Down circle on the scorepad.

***Excel Game: Because Possession changes in the middle of plays involving Returns, the following enhancements to the Timing Chart are automatically used: Kickoffs = 0, whether or not returned; Kickoff Returns = 10; Punts, whether or not returned = 10; Punt Returns = 0; Fumbles and Blocked Kicks lost = 10; fumble or miscellaneous returns = 0; Passes Intercepted = 10; and Interception Returns = 0).***

## 7. PLAY SELECTION

Each player now chooses an offensive play or defensive formation by placing a coin on the proper square of his special chart. This is done separately and secretly, each player shielding his choice by using his hand or Team Chart. The choices are then revealed to each other.

***Excel Game: For head-to-head Secret Play, follow the instructions on the Defensive Formation selection form.***

## 8. DICE ROLL

Each player now rolls his special game dice and consults his Team Chart for the offensive or defensive result of the play. *NOTE: Technically, the defensive player is not required to reveal his*

*formation or roll his dice until after the offensive result of the play has been determined.*

## 9. PLAY RESOLUTION

The Priority Chart is now used to determine the final outcome of the play (see Basic Rule IV-2-D). If a penalty, free ball, B, QT, or a variable result (X,DS, T1, T2, and T3) is involved, the offensive player may have to roll his dice again to decide the final result of the play (see Basic Rule VI-3).

## 10. PLAY OUTCOME

After each play, move the ball the proper number of yards, and move the Yards-to-go marker if a first down is awarded. After consulting the Timing Chart, mark off the time required for the play in the scorepad boxes, and move the coin onto the circle indicating the next down. Whenever appropriate, record timeouts used, completed quarters, and scores on the scorepad.

## **11. GAME CONTINUATION**

Play is continued in this fashion until the end of the game.

## **VI. SPECIAL SITUATIONS AND RULES**

### **1. PLAY SELECTION**

There is no restriction on the use of any offensive play. Any play may be used as often as desired, at any time desired, and from any point on the field.

### **2. BREAKAWAYS, QUARTERBACK RUNS AND QUARTERBACK TRAPS**

If the result of a play is Breakaway (B), Quarterback Runs (QR) or Quarterback Trapped (QT), the offense rolls its dice again and looks up the result in the B, QR or QT column of its Offensive Team Chart. THESE COLUMNS MAY NOT BE CHOSEN AS PLAYS BY THE OFFENSE, but are instead results of other plays chosen.

### **3. VARIABLE YARDAGE ENTRIES**

The yardage entries DS, X, T1, T2 and T3 may be interpreted in either of the following two ways:

*(A) QUICK METHOD: Count these entries as constant values: DS=6, X=12, T1=28, T2=55, T3=83.*

*(B) FULL-FEATURE METHOD: Roll the offensive dice again immediately to determine the yardage, as follows:*

DS = Direct Sum of the numbers on the three dice (add the numbers up).

X = 40 minus the normal offensive

T1 = The normal offensive total.

T2 = The total of two consecutive normal offensive dice rolls.

T3 = The total of three consecutive normal offensive dice rolls.

## EXAMPLES

*You roll a 3 on the black die and a 2 and 5 on the white dice. The normal offensive dice total is 37; DS=10; X=3; T1=37.*

*You roll a 1 on the black die and a 0 and 3 on the white dice. The normal offensive dice total is 13; DS=4; X=27; T1=13. In combination with the roll of Example 1, T2 would equal 50.*

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used. If any of these symbols appears in a red box and/or with a negative sign (-), it represents the corresponding minus yardage.

***Excel Game: The field below the result output for each dice roll displays the full-feature method result of any variable yardage entries, based on supplemental dice rolls that are not visible during play. Separate supplemental dice rolls are used for the offense and the defense. These variable yardage entries are used in resolving the offensive and defensive results in the automated Priority Chart. The game does not include an option to use the Quick Method.***

## 4. PENALTIES

### ***(A) PENALTY PROCEDURE***

i. When a penalty occurs, the offense rolls its dice again to determine the offensive result of the play (Exception: (iii) below); the defense still uses the result of its *original* roll. These results are then combined according to the Priority Chart, and the offended team may accept either the result of the play (down counts) or the penalty yardage (down replayed).

ii. If the offense reroll results in another penalty, the offense continues rolling until a non-penalty result occurs (Exception: (iii) below). The offended team may then accept the result of the play (down counts) or any ONE of the penalties (penalty yardages are not combined). If offsetting penalties have occurred, 10 seconds elapse on the clock, but the play is cancelled and the down is replayed.

iii. If a PI penalty is rolled, there are no further rerolls; the defensive result is cancelled and the final outcome of the play is an incomplete pass.

### ***(B) PENALTY YARDAGES***

The penalty yardage entries S (scrimmage or snap) and R (return) may be interpreted in either of the following two ways:

i. **QUICK METHOD:**

Count S penalties as 5 yards; OFF R penalties as OFF 10 penalties; and DEF R penalties as DEF 15 penalties.

ii. **FULL FEATURE METHOD:**

Immediately roll the offensive dice again to determine the actual penalty yardage, using the chart on the following page:

**PENALTY**

**YARDAGE**

**OFF=S DEF=S OFF=R DEF=R**

5 yards 10-19<sup>^</sup> 10-24; 30-32 10-19 —

5A yards 20-32<sup>§</sup> — — —

5Y yards — 25-29<sup>†</sup> — 20-29<sup>†</sup>

10 yards 33-36 33 30-39 10-19

15 yards 37-39 34-39<sup>\*†</sup> 20-29 30-39<sup>\*†</sup>

**Notes:**

<sup>^</sup> On Kickoffs only, this is a kick out of bounds (“OB”), resulting in either: (i) a spot of the ball at the Receiving Team’s 35 yard line to begin its ensuing play from scrimmage; or (ii) a 5 yard penalty on the Kicking Team, which kicks off again. The choice of which alternative to use is made by the Receiving Team player. No time is expended by either of these alternatives.

<sup>§</sup> Offensive penalty before the snap (such as a false start or delay of game). There is no play, and the defense does not have an option of refusing the penalty. There are no additional rolls after this penalty result, so there is no chance of a defensive penalty offsetting the offensive penalty.

<sup>\*</sup> Automatic first down.

† Marked from the end of any gain or previous spot (Offensive Player's Choice).

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used.

***Excel Game: at the beginning of the game, in the Penalty Resolution Method drop-down list, select either Chart or Advanced as the manner to use. With Chart, all penalty results are shown as printed on the Team Charts, and any printed S and R penalties are resolved using the Full Feature Method. (The game does not include an option to use the Quick Method.)***

***With Advanced, all penalties, except for pass interference penalties, are converted to S penalties (or R penalties on kickoff, punt and interception returns), and then resolved using the Full Feature Method. Some privately printed Bowl Bound team charts use the DEF 5X penalty, familiar in Paydirt! as a defensive 5-yard penalty marked from the end of an offensive play for a gain, and carrying an automatic first down. These penalties are interpreted in Bowl Bound as DEF 5Y penalties, because there are no non-pass interference defensive 5-yard penalties in college football that carry an automatic first down. (This interpretation has been confirmed by Eddie Mays, who uses DEF 5X penalties in his charts, as being in accordance with his intentions.)***

### ***(C) MARKING OFF PENALTIES***

- i. Unless otherwise noted, all penalties are marked from the PREVIOUS SPOT (where the ball was last snapped or kicked off).
- ii. No penalty (except defensive pass interference) may exceed half the distance to the offenders' Goal Line.
- iii. In college football, defensive pass interference (PI) penalties are not automatically spot fouls (like they are in the NFL). All PI penalties carry an automatic First Down. A PI penalty that occurs at or beyond 15 yards past the line of scrimmage is a DEF 15 penalty. A PI penalty that occurs 14 or fewer yards past the line of scrimmage is spotted at the point of the infraction. If the line of scrimmage is outside the defense's 2 yard line, the spot cannot be inside the 2 yard line. If the line of scrimmage is on or inside the 2 yard line, the spot is half the distance to the goal line. *All "PI" penalties printed on the Team Charts are Defensive Pass Interference penalties. The game accounts for the possibility of Offensive Pass Interference as one type of infraction that can result in an*

OFF 15 *penalty*. If a PI penalty is rolled, but the play results in a QR or QT, the penalty is counted as a DEF 10 penalty.

iv. The DEF 5Y penalty, indicating defensive inadvertent facemask or contacting the kicker does not carry an automatic First Down in addition to the five penalty yards. If the play was a run or pass that gained yardage the five yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.

v. The DEF 15 penalty, indicating a defensive personal foul, carries an automatic First Down, in addition to the fifteen penalty yards. If the play was a run or pass that gained yardage the fifteen yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.

vi. SPECIAL TEAM PENALTIES: Penalties on kicks are marked from the previous spot. Penalties on returns are marked from the end of the return, with one exception: if the return exceeds the point half way from its beginning, to the opponents Goal Line, any offensive penalty is marked from this half way point. NOTE: On the Special Team Chart, the “Offensive Team” refers to the one represented by that Chart (rolling the dice).

vii. If the spot where the penalty or the ball would be marked lies on a half-yard line, use the yard line that is closer to the 50-yard line as the spot.

viii. No quarter may end on an accepted defensive penalty (including a double foul). An extra play is run with the clock stopped at 0:00 remaining

ix. If multiple fouls on one team occur, the other team’s player can choose which penalty to accept, or decline the penalties and accept the result of the play.

## EXAMPLES

*A’s ball with 3rd and 19 at B’s 44, A gains 3 yards and there is a DEF 15 penalty.*

*RESULT: 1<sup>st</sup> and 10 at B’s 26.*

*A’s ball with 3rd and 5 at B’s 7, A accepts a DEF 5 penalty against B. RESULT: 3rd and 3 at B’s 5.*

*A’s ball with 3rd and 5 at B’s 6, A accepts a PI 4 penalty. RESULT: 1st and Goal at B’s 2.*

*A has 1st and 10 at his 17; B accepts an OFF 15 penalty. RESULT: A has 1st and 18 at his own 9.*

*A returns a kickoff from his 4 to his 29, after first rolling an OFF 15 penalty. RESULT: A has 1st and 10 at the 15.*

*A's, ball with 2nd and 17 at their own 32. A rolls a PI 12 penalty. B's defensive result is a QT.*

*RESULT: Defensive pass interference 12 yards downfield. If A accepts the penalty, A now has 1st and 10 at his own 44. If A declines the penalty, the result of his QT roll applies.*

*A has 3rd and 5 at his own 41. A rolls a DEF 5Y penalty, then the result of the play is a 43-yard pass completion. RESULT: A now has 1st and 10 at B's 11.*

*A rolls an OFF 5 then a PI 8. RESULT: Offsetting penalties; play is nullified and down is replayed.*

*On a passing play, B intercepts it his own 13. B tries an Interception Return first rolling an OFF 10 then a 52-yard return. RESULT: The spot of the penalty is at A's 44; B takes, possession, 1st and 10 at his own 46.*

## **5. PUNTS**

To punt, the offense simply announces this intention, rolls the offensive dice, and consults the Punt column on its Special Team Chart to find the yardage the punt travels from the line of scrimmage.

If there is no † or \* with the punt yardage, the receiving team may return the punt by rolling the offensive dice and consulting the Punt Return column of its own Special Team Chart.

## **6. FIELD GOAL ATTEMPTS**

To attempt a field goal, the offense simply announces this intention, rolls the offensive dice, and consults the Field Goal column on the Special Team Chart. If the yardage shown EQUALS or EXCEEDS the distance from the line of scrimmage to the opponents' Goal Line, the field goal is GOOD. If the yardage shown is less, the kick fails, and the defenders take possession, 1st and 10, either at their 20 yard line or at the Spot of the Hold (7 yards behind the line of scrimmage) - whichever is to their



advantage. *NOTE: The yardages in the Field Goal Column refer to the distance from the line of scrimmage to the opponents' Goal Line - not to the statistical length of the attempt, which is 17 yards greater (10 yards of the End Zone + 7 yards to the spot of the hold).*

## **7. POINT AFTER TOUCHDOWN (THE CONVERSION)**

A team scoring a TD has the option of attempting either a one point conversion (by kick) or a twopoint conversion (by run or pass, from the 2 yard line).

(A) To try the extra point, roll the offensive dice and refer to the # ON DICE column of the Special Team Chart. If the dice total is in a WHITE box, the point is GOOD; if the dice total is in a RED box, the point is NO GOOD.

*Notes on playing with older Bowl Bound team charts:*

**Set I** (32 teams from the 1960 through 1970 seasons) – *one-point conversion attempts are governed by the original rules of Sports Illustrated College Football, with one exception. Refer to the "PAT GOOD / PAT NO GOOD" numbers on the front of the chart. Any dice roll resulting in a "Penalty" is ignored, and instead considered GOOD.*

**Set II** (20 teams from the 1940 through 1959 and 1971 through 1978 seasons) – *one-point conversion attempts are resolved in the same manner as field goal attempts from the 3-yard line, with one exception. All penalty rolls are ignored, and instead considered GOOD. Because other team charts (newer charts as well as Set I) do not include BLOCKED KICKS or FUMBLES as results from a one-point conversion roll, any roll resulting in a BLOCKED KICK or FUMBLE is treated as simply NO GOOD. (If Advanced Rule V.3. is in use [the Free Block Option], and the defensive team returns a blocked extra point attempt to or beyond its opponent's Goal Line, it is awarded two points.)*

(B) To try a two-point conversion, the ball is placed on the 2-yard line and a play is called. If the result of the play places the ball at or beyond the defensive Goal Line, the try for two is GOOD.

Otherwise, the try for two points is NO GOOD. If the defensive team, as the result of a turnover, returns the ball to or beyond its opponent's Goal Line, it is awarded two points.

## **8. ONSIDE KICKOFFS**

To attempt an onside kickoff, the kicking team simply announces this intention and rolls the offensive dice. The kicking team recovers if the dice total is 13 through 20, inclusive;

the receiving team recovers on any other total. In either case, the ball travels 12 yards, and there is never any advance or return of the kick. (See Adv. Rule III-5 for a procedure involving more strategies.)

## 9. INTERCEPTIONS

Move the ball forward (+) or backward (-) the number of yards shown. The defense may then return the ball by rolling the offensive dice and consulting the Interception Return column of their Special Team Chart or the defense may instead decline the interception by declaring it an incompleteness (ball batted away).

## 10. FUMBLES AND BLOCKED KICKS

Move the ball forward (+) or backward (-) the number of yards shown. The erring team now rolls the offensive dice and refers to the FUMBLE line on the lower right edge of its Offensive Team Chart, to see whether they recover the free ball or lose it. The opponents are entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick lost by the kicking team (a recovery attempt total of 39 is an automatic touchdown) and fumbles which are lost due to recovery attempt totals of 37, 38, or 39.

The offensive team is entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick recovered by the kicking team at or behind the line of scrimmage with recovery attempt totals of 17, 18, or 19 or Fumbles which are recovered with recovery attempt totals of 17, 18, or 19. Otherwise, the next play begins from the spot of the recovery. If the offense recovers on 4th down but fails to make first down yardage, the defense takes possession anyway.

***Excel game: due to programming complexities, the following rule simplification is applied by the game interface to returns of fumbles and blocked kicks in plays involving penalty rolls: If a penalty result is rolled on an Interception Return, and if the Interception Return roll results in a fumble, the fumble is automatically non-returnable by the recovering team.***

## 11. THE ASTERISK (\*) AND DAGGER (†)

On Punts, these indicate that the receiving team is allowed no Punt Return. On the Offensive Team Chart, these indicate that the play ended Out of Bounds. Time non-punt plays with asterisks like all other plays except in the last two minutes of the first half and in the last five minutes of the second half where only 10 seconds elapse. (This modification to the Timing Chart is made to avoid the tendency of the original

Bowlbound rules to produce games with an unrealistically large number of plays.) The play is NOT out of bounds if the Defense overrules or if the play results in a fumble.

## **12. THE OPTION PLAY**

When the offense calls Play 5, the result may be an Option Run, a Sprint Out Pass Play (SOP) or a Bootleg Pass Play (BLP). If the offensive dice roll is such that an SOP or BLP box result, the DEFENSIVE RESULT IS NULLIFIED (automatically becomes a White Box, “No Change”); there is no defense against an option pass play, unless Adv. Rule II.1, .2 and/or .3 are in use. The offense rolls its dice again and finds the final result of the play under Play 7 (SOP) or Play 8 (BLP).

If the offensive result under Play 5 is not an SOP or BLP, the offensive and defensive results are combined as usual, according to the Priority Chart.

## **13. PLAYS WITHIN AND BEYOND THE END ZONES**

### ***(A) The GOAL LINE***

is part of and within the End Zone.

### ***(B) The END LINE,***

10 yards behind the Goal Line, is out of bounds and not part of the End Zone.

### ***(C) Any PLAY or RETURN***

which gains enough yardage to carry to the opponents' Goal Line, or ANY distance beyond it, is a TOUCHDOWN. EXCEPTIONS: Fumbles (VI-13-D below) and penalties (a penalty can never produce a Touchdown).

### ***(D) FUMBLES AND BLOCKED KICKS***

- i. If the yardage of a fumble places the ball within the defenders' End Zone, the ball is live and may be recovered by either team. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.
- ii. If the yardage of a fumble places the ball on or beyond the defenders' End Line, consider the ball live in the End Zone. To find the distance beyond the Goal Line, roll only the white offensive dice. The total is the number of yards into the End Zone the ball will be recovered. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.

iii. If the yardage of a fumble or blocked kick leaves the ball on or behind a team's own End Line, a safety is scored.

iv. If the yardage of a fumble or blocked kick leaves the ball within a team's own End Zone, the ball is live and may be recovered by either team. If the defense recovers, they score a Touchdown; if the offense recovers, a safety is scored.

### ***(E) PASSING PLAYS***

Passes completed (and not fumbled) within the defenders' End Zone are Touchdowns. Passes completed with yardages sufficient to carry the ball to or beyond the defenders' End Line are considered to be completed in the field of play and run into the End Zone for a Touchdown.

### **EXAMPLES**

In each of the following, the offense has attempted a pass with 1<sup>st</sup> and Goal at the 8.

*Offensive result is an 18 in a green box, defensive result is a 2 in a red box. RULING: Complete for touchdown.*

*Offensive result is a 16 in a green box, defensive result is a 2 in a green box, RULING: omplete for touchdown.*

*Offensive result is a 16 in a green box, defensive result is a (19) in a green box. RULING: Complete for touchdown.*

*Offensive result is a 19 in a green box, defensive result is a (16) in a green box. RULING: Touchdown.*

*Offensive result is an F +20 in a red box defensive result is a (16) in a green box  
RESULT: Pass completed but fumbles into the End Zone, 8 yards deep; offensive player must roll: fumble recovery to determine if the result is a Touchdown or a touchback.*

*Offensive result is a 19 in a green box, defensive result is a QT in a red box. RULING: Result is a QT. Offensive player rolls again and consults QT column; result is a 22 in a green box. RULING: Touchdown.*

i. If the yardage of an INTERCEPTED pass would carry to or beyond the defenders' End Line, the spot of the interception is marked 9 yards deep in the End Zone.

- ii. If the spot of an intercepted pass is within a team's own End Zone, a Touchdown is scored by the defense (no return necessary).
- iii. If the spot of an intercepted pass is on or behind a team's own End Line, a safety is scored (lateral out of the End Zone).
- iv. If the spot of a PI penalty is anywhere within or beyond the defender's End Zone, the foul occurred within the End Zone, and acceptance of the penalty results in a 15 yard penalty (and automatic first down) from the original line of scrimmage, or, if the line of scrimmage is at or inside the defender's 17 yard line, 1st and Goal at the defender's 2-yard line.

#### ***(F) RETURNS***

- i. When a team gains possession within its own End Zone, they may either: (a) Elect an automatic touchback, or (b) Attempt a return. Note: If a return is attempted, the End Zone yardage must be counted in the return; if the ball is not advanced across the Goal Line, a touchback results.
- ii. Returns may not be attempted from, on or behind the End Line. The ball is out of play, and either a touchback or safety has occurred.

#### ***(G) TOUCHBACKS AND SAFETIES***

- i. A TOUCHBACK scores no points for either team. The team defending that Goal Line puts the ball in play, 1st and 10 at their 20 yard line.
- ii. A SAFETY scores two points for the defense. The victims of the safety are awarded a free kick (Kickoff or Punt) from their own 20 yard line, using the same procedure as for an ordinary kick (see V-4 through V-6 or VI-5).

### **ADVANCED RULES**

The Basic Rules which you have just read are entirely sufficient to create all the excitement, skill, and strategy, of actual college football. In these Advanced Rules, however, we will suggest certain OPTIONAL features which we feel can make BOWLBOUND even more exciting and realistic. You may decide to use some, none, or all of these Advanced Rules in your own play of the game; just be sure that you and your opponent are agreed in advance on which ones are being used in a particular game.

And, of course, feel free to introduce your own innovations!

## **I. OFFENSIVE OPTIONS**

### **1. RAZZLE-DAZZLE PLAY: (RZDZ)**

This is an extra play available to the offense, including such oddities as multiple reverses, halfback passes, flea-flickers, etc. It is called in the same fashion as any other play, using the RZDZ square on the special chart. The sequence of play then proceeds as follows.

- (A) The offensive player reveals that he has called the RZDZ. Beyond this point, the defensive formation chosen may remain concealed, but may not be changed.
- (B) The defensive player rolls the OFFENSIVE dice and records the total.
- (C) Now the offensive player rolls the offensive dice and records the total.
- (D) The player with the LOWER dice total wins the right to choose the offensive result of the play (offense wins on ties).
- (E) If the OFFENSE wins, they may choose any non-penalty result from any of their 9 offensive plays, opposite the LOWER dice total.
- (F) If the DEFENSE wins, they may choose any non-penalty result from any of the offensive team's 9 offensive plays, opposite EITHER of the two dice totals rolled.
- (G) AFTER the offensive result is finally decided, the defensive player must reveal his defensive formation, roll the defensive dice, and look up the defensive result, opposite the offensive play finally chosen and his own previously picked defensive formation. The offensive and defensive results are then combined as usual, according to the Priority Chart. If a penalty, B, QR, QT or fumble occurred, it may be necessary for the offensive player to roll the offensive dice again and consult the offensive team chart for the final outcome of the play.
- (H) No penalty result may be chosen by either player, unless ALL possible choices are penalties. In this event, the offensive play from which the penalty was chosen is used to determine the offensive result of the play on the reroll. (I) See Adv. Rule II-1 for the effect of the Wild-Card Defense on the RZDZ play.

### **2. QUARTERBACK SNEAK**

In an effort to gain a SINGLE YARD, the offense may call a Quarterback Sneak (by placing a coin on the QB Sneak square of the special chart). The defensive result is then automatically a white box ("No Change") (unless Adv. Rule II-1 is also in use). The offensive result is found by rolling the offensive dice and looking under Play #1 on the Offensive Team Chart. ONLY THE COLOR OF THE BOX IS IMPORTANT. All green boxes count as 1-yard gains; all white and yellow boxes as No Gain; and all red boxes as fumbles at the line of scrimmage. The symbols in the boxes are to be ignored.

Do not confuse this play with the Line Plunge. The defensive result against Play #1 is irrelevant; the defensive dice are never rolled with this play, and the defense does not participate at all unless it has specifically Wild Carded the QB Sneak (Adv. Rule II-1).

### 3. HAIL MARY

Within the last 20 seconds of either half, the offense may try a Hail Mary Pass against a blank defense. Roll the offensive dice and refer to the following table for the results.

#### Dice Total Result

10-18 Complete (25 + T1 yards downfield)

19 Complete (TD)

20-23, 26-29 INT (25 + T1 yards downfield)

24-25 QT

30-38 INC

39 DEF PI (25 + T1 yards downfield)

***Excel Game: The Hail Mary play will show up in the offensive pick list only when its use is allowed. The resolution of variable yardage entries is automated. The Defensive Result will automatically be blank if the Hail Mary play is called, regardless of the Defensive Formation selected.***

### 4. HURRY-UP OFFENSE

A team may conserve playing time, without calling timeouts, by the following methods. The "Hurry-Up Offense" may be employed at any time during the game.

#### (A) NO HUDDLE OFFENSE

By “hurrying” the next play (quick or no huddle), thus reducing the time consumed by (and after) the PREVIOUS play (remember, the clock always shows the time remaining when the next play begins - not necessarily the time when the ball was last declared dead). Assuming the previous play was a 30-second play, it would be counted as just 20 seconds if followed by a hurried play; the hurried play itself would then be timed as usual.

The DISADVANTAGES of the quick huddle are that, during the hurried play, (a) Defensive penalties may be counted as OFF 5 penalties (false start fouls; defensive result cancelled, no rerolls, 0 seconds elapsed), AND (b) Offensive penalties may be counted as fumbled snaps from center; the defensive result is cancelled. Use the penalty chart below if the “NO HUDDLE OFFENSE” is being utilized by the offense.

#### **PENALTY**

##### **YARDAGE OFF=S DEF=S OFF=R DEF=R**

5 yards 10-11 (FS\*)

12-29

10-14 OFF 5

15-24 DEF 5

10† --

5Y yards -- 25-35†† -- 11-19††

10 yards 30-36 -- 11-34 --

15 yards 37-39 36-39\*\*†† 35-39 20-39\*\*††

Notes:

\* No Penalty - Bad Snap (F-13 on punt attempts, F-7 on FG attempts, F-2 on all other plays)

\*\* Automatic first down.

† Prior to the change of possession.

†† Marked from the end of any gain or previous spot (Offensive Player's Choice).

***The Excel game does not include the no-huddle offense.***

***(B) SPIKING THE BALL***



By intentionally throwing a spiking the ball (automatic if requested; no dice rolls or charts used). Used after a 30-second play, this would cause the previous play and the spike, COMBINED, to consume a total of only 20 seconds. Used after a 20-second play, this would cause the previous play and the spike, COMBINED, to consume a total of only 10 seconds.

(Plays taking 10 seconds are unaffected.) A down is wasted, but the hazards of the quick huddle are avoided.

### ***(C) OUT OF BOUNDS***

The offense can GUARANTEE that the upcoming play will be a 10-second play by designating it (prior to any dice roll by the offense) as OUT OF BOUNDS. The DISADVANTAGE is that 5 yards will be subtracted from the outcome of the play, after the offensive and defensive results are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been out of bounds anyway. NOTE: This rule may not be applied to punts.

Options (A) and (B) are, of course, available only to the offense, and would not be used following a 0-second or 10-second play. They must be exercised IMMEDIATELY following the play whose time is to be reduced.

***The Excel game does not include the guaranteed out of bounds option.***

## **5. ELECTED SAFETIES**

The team in possession of the ball may elect to give the opponents an automatic safety, at any time and from any point on the field. The safety may not be elected after the ball is dead on 4th down, or while the ball is free.

## **6. RUNNING OUT THE CLOCK**

The offense may resort to the following methods to use up time.

### ***(A) QUARTERBACK KNEEL DOWN***

Have the QB take the snap and drop immediately behind center. This is automatic if requested (no dice rolls, or charts used). There is an automatic 2-yard loss, and 30 seconds are consumed (unless the defense calls timeout or there is a loss of possession on downs).

### ***(B) DELAY***

If the defense fails to call timeout after a 30-second play, the offense may take an intentional Delay of Game penalty (5 yards), increasing the time consumed by the previous play to 40 seconds. If the clock now reads 0:00 remaining, the quarter is considered to have ended prior to the delay violation.

### ***(C) IN BOUNDS***

The offense can increase the likelihood of the clock continuing to run by declaring the upcoming play (prior to any dice roll by the offense) to be IN BOUNDS. The DISADVANTAGE is that 5 yards will be subtracted from the outcome of any play not otherwise in bounds, after the offensive and defensive result are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been in bounds anyway. NOTE: For the purposes of this rule, “in bounds” means “in bounds between the Goal Lines.”

***The Excel game does not include the guaranteed in bounds option.***

## **II. DEFENSIVE OPTIONS**

The idea of the Wild Card Defense is to try to stop the offense cold by guessing exactly which play they are going to use, rather than by calling one of the six regular defensive formations.

### **1. WILD CARD DEFENSE**

When the Wild Card Defense is employed by a team entitled to its use, it is called a Free Wild Card. When employed by a team not entitled to its use, it is termed a Conditional Wild Card. No team is ever forced to use the Wild Card Defense, either Free or Conditional. They may always employ one of their six regular defensive formations instead.

### ***(A) ELIGIBILITY***

i. If Adv. Rule VIII-4 is not in use, only those teams identified by a black “W” in a red field in the upper left corner of their Defense Team Charts are entitled to the Free Wild Card. Any use of the Wild Card Defense by any other team is a Conditional Wild Card. An optional alternative to this rule is: all teams are entitled to the Conditional Wild Card Defense, at all times, except (reserved for future use) any teams with an “XWC” symbol printed in black in a green field in the upper left hand corner of the Defense Team Chart.

(If this method is used, there is no “Free Wild Card Defense,” and XWC-coded teams are not eligible to use the Wild Card Defense in any form.)

ii. If Adv. Rule VIII-4 is in use, ANY team will be entitled to the Free Wild Card at those times in the game when they are even with or trailing the Point Spread; but the use of the Wild Card Defense by ANY team (even one with the “W” notation) when they are leading the Point Spread is a Conditional Wild Card. *Exception (reserved for future use): a team with a black “XWC” in a green field in the upper left corner of its Defense Team Charts is not entitled to the*

*Conditional Wild Card.*

***Excel Game: The game automatically determines a team’s eligibility for the Wild Card defense based on the method selected in the Wild Card drop-down list when starting a new game: (1) Variable, based on ii, above; (2) W Coded, based on the general rule in i, above; or (3) Conditional, based on the optional alternative method in i, above. If the defense guesses correctly, the result of any dice rolls (including penalty results) are ignored. If Conditional is selected, an XWC-coded team will not be prevented from choosing a Wild Card defense, but if it does, the defensive result will be “no change,” regardless of whether the defenses guesses correctly or incorrectly.***

#### ***(B) CALLING WILD CARD DEFENSES***

The Wild Card Defense is called as follows. Instead of placing a coin on one of the six defensive formation spaces, the defensive player places the coin on one of the OFFENSIVE play spaces; this indicates the play he believes the offense will call. The QB Sneak and the RZDZ may be Wild Carded, but the throwaway pass (Adv. Rule I-4-B), the QB Kneel Down (Adv. Rule I-6-A), and the Hail Mary (Adv. Rule I-3) may not.

#### ***(C) WILD CARD DEFENSE RESULTS***

The result of the play depends on whether the defense has guessed correctly or incorrectly. The defense has guessed INCORRECTLY if:

- i. The Offense chose a different play, or
- ii. The QB Sneak was Wild Carded and Play 1 was used, or vice versa; or
- iii. One of plays 1 through 9 was Wild Carded and the offense chose the RZDZ, even if the offensive play eventually chosen during the RZDZ was the one Wild Carded.

If the defense guessed correctly, neither team rolls its dice or consults its Team Chart. There is no penalty for the use of a Conditional Wild Card, IF the defensive guess is correct (see D below). The final outcome of the play is:

iv. No Gain, inbounds, on all running plays and the QB Sneak;

v. An incomplete pass on all passing plays and the RZDZ.

vi. To Wild Card the Option Play (SOP or BLP with Play 5), the Defense must use TWO coins, placing one on Play 5 and the other on either Play 7 or Play 8. A Wild Card of Play 5 alone is the Option Run play (Play 5 without SOP or BLP). (The Wild Card of Play 5 alone is incorrect if the offensive roll results in SOP or BLP. The Wild Card of Play 5 with Play 7 is only correct if the offensive roll results in SOP, and with Play 8 only if the offensive roll results in BLP.)

If the defense guessed INCORRECTLY, the defensive result is automatically a White Box (No Change). Thus, the Defense NEVER rolls its dice or consults its Team Chart when using a Wild Card Defense, unless the Offense has called Play 5 (see vi, above). When the defense guesses incorrectly with a Conditional Wild Card, then the yardage factor is DOUBLED for that play (if Adv. Rule IX is not in use, simply double the yardage outcome of the play, with the same exceptions as stated in Adv. Rule IX, that is, no doubling for plays that are not modified with the yardage factor).

## **2. RUN AND PASS DEFENSES**

Although not themselves Wild Card Defenses, the Run (“R”) and Pass (“P”) defenses may be freely employed when, and only when, a team is entitled to the Free Wild Card Defense (Adv. Rule II-1). The Run and Pass defenses are similar to, and used in the same manner as a team’s six regular defensive formations, except that they are the same for every team. The Pass defense is called by placing a coin on the “Deep” square of the special chart; the Run defense is called by placing a coin on the “Onside” square.

### **(A) RUN DEFENSE**

The Defensive Results = (0) on a roll of 1 against plays 1 – 4 and against play 5 that does not result in an SOP or BLP. All other boxes are blank white boxes meaning “no change.”

### **(B) PASS DEFENSE**

The Defensive Results = INC (Black Box) on a roll of 1 against plays 7 – 9. All other boxes are blank white boxes meaning “no change.”

### ***(C) CONDITIONAL RUN AND PASS DEFENSES***

If the defensive team “guesses correctly,” there is no penalty for the use of the Run and Pass defenses by a team not entitled to them.

The defensive team has “guessed correctly” if the offense uses a running play against Run or uses a pass play against Pass; this is not affected by the defensive dice total. Any QR or QT is to be treated as part of a pass play; the RZDZ play (Adv. Rule I-1) is to be treated according to the offensive play from which the offensive result is finally chosen. Play 5 is treated as a Run if the offense does not roll SOP or BLP, and as a pass if it does (even if the SOP or BLP results in a QR or QT).

If a team uses the Run or Pass defenses when not entitled to do so, and guesses INCORRECTLY, then the yardage factor is doubled for that play (if Adv. Rule II-1-A is not in use, simply double the yardage outcome of the play, with the same exception stated in Adv.

Rule II-1-C). If the optional Conditional Wild Card method of Adv. Rule II-1-C-i is used, the doubling penalty is replaced with a +3 in a green box. Also, if this optional rule is employed, any team with an “XWC” code is not eligible to use the Run and Pass Defenses.

### **3. NICKEL ZONE DEFENSE**

Players preferring lower scoring games, with more emphasis on the defense and the running plays, may wish to adopt the following Local Rule:

All teams will have the free and unconditional use, at all times and without penalty, of the following Nickel Zone, or “Q” Defense:

- +2 (2 in a green box) on rolls of 1-5 against Plays 1-4, and against Play 5 without SOP or

BLP

- INC (or black box) on a dice roll of 1 (only) against Plays 7-9

- White boxes on all other rolls / plays.

The defense is employed just like one of the six regular defenses “A” through “F”, but is the same for all teams. It is called by placing the play selection coin on the “Squib” block of the playing board. It may be used at any time by any team, and there is no “doubling penalty involved.

#### 4. RED ZONE DEFENSE

If the line of scrimmage is inside the defensive team’s 20-yard line, the defensive team may accept a blank defensive result at any time prior to rolling the offensive and defensive dice; and the result of an incorrect wild card shall be a blank white box.

***Excel Game: Whenever the line of scrimmage is within the defense’s 20-yard line, after the Formation and Play are selected, the choices will be displayed prior to the dice roll, and the defensive player will be told the offensive play choice and given the option of selecting the Red Zone Defense.***

### III. KICKING OPTIONS

#### 1. KICKOFF OPTIONS

Three types of kickoffs are commonly used in college football: deep, squib, and onside. The one shown in the Special Team Charts is the deep kickoff; onside kickoffs were explained in Basic Rule VI-8. If you wish to use a SQUIB KICKOFF simply announce your intention; the kick automatically travels 40 yards, and the receiving team uses the Squib Kickoff Return Chart for its return.

To introduce further strategy into the choice of kickoff, it can be done as follows. Prior to the kickoff, the kicking and receiving teams secretly choose the type of kickoff they will use or expect to receive (indicating the choice by placing a coin on the proper Kickoff Selection Space of their Special Team Chart). The choices are then revealed, and the receiving team is rewarded or penalized for the accuracy of its guess, according to the chart shown here (KT = kicking team, RT = receiving team).

#### **RT’s KT’s Choice**

#### **Choice DEEP SQUIB ONSIDE\***

**DEEP** Kickoff = Chart

Return = Chart

Kickoff = 25 + T1

Return = X

Kickoff = X

KT recovers on

10 – 19 and 34 - 35

### **SQUIB**

Kickoff = Chart

Return = Chart - 8 yards

Return may not exceed

30 yards

Kickoff = 25 + T1

Return = Chart

Return may not exceed

40 yards (except TD)

Kickoff = X

KT recovers on

10 – 19 and 34 - 35

### **ONSIDE**

Kickoff = Chart

Return = Chart - 15 yards

Return may not exceed

20 yards

Kickoff = 25 + T1

Return = DS

Kickoff = X

KT recovers on

10 – 19

***Excel Game: When starting a game, select Basic or Advanced in the Kickoff Selection Method drop-down list to indicate whether the basic or advanced rules will be employed. If the Advanced method is used, the defense chooses (guesses) the type of Kickoff expected in the Formation box, prior to the offensive player choosing the Kickoff type.***

## **2. PUNT OPTIONS**

In addition to the normal punt procedure described in Basic Rule VI-5, the following punt strategies may be employed. At any time, the punting team may cancel all asterisks (\*) / daggers

(†) in its punt column, by so declaring just prior to the punt in question.

### ***(A) SHORT-DROP PUNTS***

If the line of scrimmage is inside the 5-yard line of a team punting on any down, the defenders are entitled to a Free All-Out Kick Rush (see Adv. Rule V-2). In addition, all asterisks (\*) and daggers (†) are deleted and all minus yardage returns are zero yard returns.

### ***(B) COFFIN-CORNER PUNTS***

At the will of the kicking team, any amount of yardage may be subtracted from any kick. The amount of yardage subtracted must be specified before any dice roll by either team, and may not be altered thereafter. The yardage is subtracted from the yardage on the Special Team Chart, before the ball is moved downfield; but no yardage is subtracted from a penalty, blocked kick, or fumbled snap result. If 15 yards or more is subtracted from a punt, the punt is automatically out of bounds (unless otherwise specified in advance by the punting team), and there can be no return, fair catch (Adv. Rule IV-1-A), or roll yardage (Adv. Rule IV-1-B).

### ***(C) QUICK KICK***

For all punts on 1st, 2nd, and 3rd downs, no Fakes or Blocks (FBO, Free All-Out Rush, and SPBO) are allowed. In addition, no returns are allowed; and all Short Drop Punts hazards are cancelled.



## IV. KICK RETURN OPTIONS

### 1. PUNT RETURNS

Following a punt (which crosses the line of scrimmage and remains in bounds) without a \* or †, the receiving team (RT) must either attempt to punt return, attempt a fair catch, or let the ball roll toward its own End Zone. In the discussion below, the term “End of the Punt” refers to the point to which the ball carried according to the printed punt yardage.

#### *(A) FAIR CATCH:*

This is attempted by rolling the offensive dice.

- i. On any total except 13 or 35, the fair catch is successful, and the RT takes possession, 1st and 10, at the end of the punt.
- ii. If the dice total is 13, the receiver has muffed the punt, and the RT must then roll its fumble recovery to see which team gains possession, 1st and 10, at the end of the punt. *Neither team is permitted to advance a muffed punt.*
- iii. If the dice total is 35, the receiver has backed off from or missed the ball, and the kicking team (KT) gains the roll option. The RT will then take possession, 1st and 10, either at the spot to which the ball rolls (if the KT accepts the roll option) or the end of the punt (if the KT declines the roll option).

#### *(B) LET THE BALL ROLL:*

This would be done by the RT in the hope that the ball would roll into the End Zone for a touchback, and by the KT in an effort to down the ball just short of the RT's Goal Line. To let the ball roll, roll the offensive dice and subtract 15 from the total; the ball is considered to roll dead this many yards beyond the end of the punt (totals between 10 and 14 correspond to a backward bounce and negative roll yardage).

#### *(C) \* or †*

If a punt (which crosses the line of scrimmage and remains in bounds) is marked by a \* or †, then the RT is allowed no return. They must either attempt a fair catch, or allow the KT the roll option, exactly as in (a)-(iii) above.

#### *(D) Punts beyond Goal Line*

Punts (and kickoffs) which carry or roll to or beyond the Goal Line may be treated as automatic touchbacks by the RT.

## 2. KICKOFF RETURNS

### *(A) Deep Returnable*

On deep kickoffs, as with returnable punts, the RT must either try a return, attempt a fair catch, or let the ball roll.

### *(B) Squib*

On squib kickoffs, no fair catch is allowed.

### *(C)*

If the RT allows a kickoff to roll, and it fails to reach or cross the End Line, it is treated as a muff. The RT must roll its fumble recovery to see which team gains possession of the live free ball, 1st and 10, at the spot to which the ball rolled.

### *(D) beyond End Line*

Kickoffs which carry or roll to or beyond the End Line are to be treated as automatic touchbacks by the RT.

## V. FAKE AND BLOCK OPTIONS

### 1. FAKE OPTION

On punts, field goal attempts, and extra points, the kicking team (KT) may designate any one dice total, 10 through 39, as a FAKE-KICK NUMBER (FK #). Fake numbers called during a scrimmage kick play must be chosen from offensive dice rolls corresponding to the following values on the KT's Special Team chart:

- Punt entries of T2, KO, DEF penalties, or 40 or more yards;
- FG entries of T1, KO, DEF penalties, or simple (not variable) yardage entries sufficient for success; and
- Extra Point entries representing a successful try.

The fake may be any of plays 1 through 9, and must be run against a blank defense. The number must be chosen prior to the first dice roll, and may not be changed thereafter. If the receiving team (RT) employs the All-Out Kick Rush of Adv. Rule V-2, the KT is allowed to designate THREE different dice totals as FK #'s. See Adv. Rule V-2.

(A) When the KT rolls the offensive dice to attempt the kick, the result on the Special Team Chart is read as usual (opposite the KT dice total) if any total other than the FK # or the BK # (see Adv. Rule V-2 and V-3) is rolled. If, however, the KT dice total matches the FK #, no kick takes place; the result on the Special Team Chart is cancelled; and the KT MUST now attempt to run or pass for first down yardage. Ordinarily, only KT must choose one of their 9 regular offensive plays for this purpose; however, if the RT employed the All-Out Kick Rush of Adv. Rule V-2, then the KT is also entitled to use a free and unopposed RZDZ play (as in Adv. Rule I-1, except that the defense does not take part at all).

(B) If the FK # is rolled, the KT then announces which of the allowable plays it will use for the fake kick play; rolls and totals the offensive dice again; and reads the result of that play from their Offensive Team Chart. The defensive result is automatically a white box, ("No Change"), but the Yardage Factor (Adv. Rule IX-1) is still applicable. The final result is then marked as would be any ordinary offensive play, and the next down is begun as usual.

## 2. ALL-OUT KICK RUSH

(A) The RT may attempt to block any punt or field goal attempt. To do so, they must announce this intention in advance, before any commitments by the KT. The KT may then decide to change any or all conditions of the kick, or even not to kick at all. The RT, however, is now committed to the block attempt.

(B) After all intentions are announced, including the designation of three FK #'s (see Adv. Rule V-1) by the KT, the RECEIVING TEAM rolls the OFFENSIVE dice. The resulting dice total, and the two numbers on either side of it, are the Blocked Kick Numbers (BK #'s) (for example, if the RT rolls 32, then the BK #'s are 31, 32 and 33). The KT then rolls the offensive dice to attempt the kick. If the KT dice total is any total other than a BK # or a FK #, the Special Team Chart is read as usual, opposite the KT dice total. If, however, the KT rolls a BK # (which is not also a FK #) the kick is BLOCKED, DS yards behind the line of scrimmage for a field goal attempt, or X yards behind the line of scrimmage for a punt; refer to Basic Rule VI-10 for the sequel.

(C) The RT must bear the following four disadvantages as the price for mounting the All Out Kick Rush.

- i. The KT is allowed three FK #'s, rather than one.
- ii. The KT is allowed to use a free and unopposed RZDZ play if they roll a FK #.

- iii. All offensive penalty boxes in the kick column are instead counted as DEF 5 penalties.
- iv. If the kick crosses the line of scrimmage, the RT is allowed no return or fair catch, and the KT is granted the roll option as in Adv. Rule IV-1-B.
- v. If the KT is attempting a Short Drop Punt (Adv. Rule II-2-A), the RT may employ the All-Out Kick Rush without bearing any of the four disadvantages in (C) above; only one FK# may be called.

### 3. FREE BLOCK OPTION

Certain teams, in recognition of their outstanding kick rush, are allowed a FREE BLOCK OPTION. These teams are identified by the letters "FBO" or "SPBO" printed black on a red field, in the upper left corner of their Defensive Team Charts.

Teams with the Free Block Option are permitted to attempt to block any scrimmage kick. The procedure is the same as for the All Out Kick Rush of Adv. Rule V-2, with three major differences:

- (A) There is just one, and not three, BK # in effect (only the EXACT dice total rolled by the RT is a BK#).
- (B) The RT suffers none of the four disadvantages of Adv. Rule V-2-C; only one FK # may be called, and the choice of FK #'s is limited based on Adv. Rule V-1.
- (C) These, and ONLY these teams may attempt to block extra points tries.

### 4. RULINGS

- (A) All FK # and BK # remain in force until the kick attempt is either executed or abandoned.
- (B) A FK # overrules a BK #; that is, if the KT dice total matches both a FK # and a BK #, no kick occurs, and a fake kick play takes place (Adv. Rule V-1). This applies to the Free Block Option as well as to the All Out Kick Rush.
- (C) No team may employ the All Out Kick Rush against extra point tries.
- (D) If a team entitled to the Free Block Option employs the All Out Kick Rush, they must bear the same disadvantages as any other team.

(E) If an All Out Kick Rush is mounted against a hurried kick (Adv. Rule I-4-A), ALL penalty boxes are counted as false-start fouls against the KT.

## **VI. WEATHER EFFECTS**

For all outdoor stadiums, precipitation and wind may be a factor. The conditions may be determined by agreement or by rolling the Defensive Dice and referring to the following table.

### **Precipitation Wind**

Dice Total Condition Dice Total Condition

1, 2, 5 A 1, 2, 5 A

3 B 3 B

4 C 4 C

### **(A) PRECIPITATION**

i. CONDITION A: GOOD to EXCELLENT: Clear skies.

Effects: No Change.

ii. CONDITION B: BAD: Light rain, drizzle, or snow flurries, cold and icy.

Effects:

RUN – minus 1 to all gains (except TDs)

PASS – minus 3 to all gains (except TDs)

KICKOFF RETURNS – minus 5 to all gains (except TDs)

PUNT RETURNS – minus 2 to all gains (except TDs)

iii. CONDITION C: VERY BAD – Lots of rain & mud or lots of snow, blizzard conditions.

Effects:

RUN – minus 2 to all gains (except TDs)

PASS – minus 5 to all gains (except TDs)

KICKOFF RETURNS – minus 10 to all gains (except TDs)

PUNT RETURNS – minus 5 to all gains (except TDs)

*(B) WIND CONDITIONS*

i. CONDITION A: NO WINDS

Effects: No change.

ii. CONDITION B: LIGHT WINDS

Effects:

KICKOFFS & PUNTS – minus 5 against & plus 5 with.

FIELD-GOAL ATTEMPTS – minus 5 against; nothing with.

iii. CONDITION

*(C): STRONG WINDS*

Effects:

MEDIUM & LONG PASSES – completions only; #'s 1 thru 20 are all incomplete against the wind.

KICKOFFS AND PUNTS – minus 10 against & plus 10 with.

FIELD-GOAL ATTEMPTS – minus 10 against & plus 5 with.

Since wind conditions can change rather quickly; using the chart below, roll to see if the wind conditions have worsened (W), improved (I), or remained unchanged (U) for the second half:

**Wind**

Dice Total Condition

1, 2, 5 U

3 I

4 W

All #'s, results, etc., in parenthesis still take priority. ALSO: these weather & wind conditions can be used at any time, depending on the game, where it's supposed to be played and simply when the user wants to use it.

***The Excel Game does not incorporate weather effects.***

## **VII. ALTERNATE TIMING METHOD**

The total time for a play (from the snap until the snap for the succeeding play) can be broken down into three parts: the "Action Time" (AT), the "Return Time" (RT), and the "Dead Time" (DT). Thus, the total time (TT) may be indicated by:

$$TT = AT + RT + DT.$$

The "Action Time" refers to the live-ball interval from the snap until the ball is dead or until the other team gains possession.

The "Return Time" refers to the time after a change of possession occurs on a play to the end of the play or another change of possession occurs.

The "Dead Ball Time" DT is the time between the dead-ball whistle and the snap of the succeeding play, during which the game clock is running. In this interval, the players are unpiled, the ball is respotted, the down and yardage indicators are reset, the teams huddle, and the formations are set for the next snap. The DT will depend primarily on the nature of the initiating

play and the intentions of the two teams. The timing differences of college and college ball must also be considered. Another important distinction to note is that between "Continuous" and "Interrupted" plays. The game clock runs without Interruption on Continuous plays, while on Interrupted plays, it is stopped temporarily and then restarted on the referee's ready signal (windmill action of the arm). "Interrupted" plays include the following: plays on which first down yardage is made (clock stopped for the chains to be reset in college football), and plays involving a quarterback sack or a fumble not advanced. The table of AT, RT, and DT times is on the following page:

### **Action Elapsed Time**

#### **Action Times**

Runs and Completed Passes 5+T seconds

Incomplete Passes 5 seconds

QB Sneaks or QB Flops 3 seconds

Punts 6+R seconds

FG Attempts 2+T seconds

Kickoffs, PAT Attempts 0 seconds

Razzle-Dazzle Play Add 2 additional seconds

Fumble Occurs Add 2 additional seconds

Intercepted Passes Count as completed pass of equal yardage

BK or Fumbled Kick Snap 5+T seconds until recovery

Hail Mary 3+T seconds

Onside Kickoffs 3 sec

Squib Kickoffs 5 sec

Deep Kickoffs 5 + 1/2R sec;

where R is the roll yardage of Adv. Rule IV-2-C.

### **Return Times**

No Return Involved, or Kick Out of Bounds 0 sec

Fair Catches and Touchbacks 1 sec

Actual Return Attempted 3+T sec

For Occurrence of Muff or Fumble Add 2 Additional Seconds

### **Dead Times**

Referee Timeout Plays 0 sec

Continuous Plays 25

Interrupted Plays 15

Continuous Play, Time Conserved 10

Interrupted Play, Time Conserved 3



Continuous Play, Timeout called instantly 2

Interrupted Play, Timeout called instantly 0

Delayed Timeout 10

Intentional Delay Penalty Taken ADD 10 sec

The “T” referred to above is the “Tens Digit” of the net yardage covered (or in the case of FG attempts, the yard line of scrimmage). Thus, a 26-yard gain on a run or pass would require 7 seconds AT, since T=2; a BK-18 on a punt attempt would use up 6 seconds from snap to recovery, since T=1; a 53-yard FG attempt (line of scrimmage at the 36) would require 5 seconds AT, since T=3.

The “R” in the Punt entry refers to the number of yards the ball is allowed to roll after hitting the ground.

The “Referee Timeout Plays” are those on which the clock stops automatically when the ball is whistled dead: incompletions, out of bounds, change of possession plays, scoring plays, and touchbacks, and any play involving a penalty. The “Time Conserved” notation refers to the option of Adv. Rule I-6-A; the decision on this is made after the result of the current play is known, and affects the result of the next play. If the throwaway pass of Adv. Rule I-6-B is employed, the Time Conserved DT figures above are used for the sum total of the DT time of the current play and the time consumed by the throwaway play.

## EXAMPLES

*Team A (the one putting the ball in play) gains 6-yards and lets the clock run (but does not take a delay penalty). AT=5; RT=0; DT=25; TT=30*

*Team A gains 6-yards and lets the clock run, taking an intentional delay penalty. AT=5; RT=0; DT=35; TT=40*

*Team A gains 6-yards, then “hurries” the next snap to conserve time. AT=5; RT=0; DT=10; TT=15*

*Team A gains 6-yards, which is exact first down yardage, then throws the ball away intentionally to stop the clock. AT=5; RT=0; DT=0; TT=5*

*Team A loses 13-yards, going out of bounds. AT=6; RT=0; DT=0; TT=6*

*Team A's quarterback is sacked for a 10-yard loss; he fumbles and B recovers; B then returns the fumble 37-yards. AT=8; RT=6; DT=0; TT=14*

*With the score tied, A has 2nd and 10 at their 30. A gains 5-yards on a pass play, bringing up 3rd and 5. After it becomes apparent A does not intend to call timeout, Team B calls timeout. AT=5; RT=0; DT=10; TT=15*

*Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B, instantly calls timeout. AT=3; RT=0; DT=2; TT=5*

*Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B is out of timeouts, and Team A takes an intentional delay penalty. AT=3; RT=0; DT=35; TT=38*

*Team A's quarterback is sacked for a 7-yard loss, and neither team calls timeout or conserves time. AT=5; RT=0; DT=25; TT=30*

*Team A punts for 34-yards; the ball is returned 18-yards by Team B, then fumbled but recovered by Team B. AT=6; RT=6; DT=0; TT=12*

*Team A's 47-yard (LOS=30) FG attempt is blocked (BK-7). Team A recovers on a roll of 13, and attempts to advance the ball using Pass #9. The passer is sacked for a further loss of 11- yards and A loses the ball on downs. AT=11; RT=0; DT=0; TT=11*

*Team A scores on an 87-yard pass play. AT=13; RT=0; DT=0; TT=13*

*Team A's Kickoff is returned 102-Yards for a touchdown. AT=0; RT=13; DT=0; TT=13*

*Team A's attempted long pass is intercepted 38-yards downfield, and returned 51-yards by*

*Team B; there is also a clipping penalty on the return. AT=8; RT=8; DT=0; TT=16*

*Team A gains 48-yards on a Razzle-Dazzle play, then conserves time prior to the next snap. AT=11; RT=0; DT=10; TT=21*

*Team A scores on a Quarterback Sneak. AT=3; RT=0; DT=0; TT=3*

*Team A gains 14-yards and a first down, but lets the clock run. AT=6; RT=0; DT=15(because the play clock is Interrupted while the first down marker is set); TT=21*

*Team A tries to run out the clock by taking an intentional safety on 4th down; to do so, the quarterback starts from the line of scrimmage (A's 35) and runs backwards clear out of his own End Zone. AT=9; RT=0; DT=0; TT=9*

The computations take a while to get accustomed to, but fortunately most plays you encounter are of the garden variety (Ex's. #1, 5, 10, 13, 15, 17, 18) and do not require any extraordinary cerebration.

One note in regard to taking the delay penalty to consume time: for reasons of equity, a player may not take just a part of the extra 10 seconds and avoid the penalty while consuming the time. The only exception to this occurs if time expires during or at the end of the extra 10 seconds; in this event, no penalty is called and the half is over.

#### WHY NOT USE IT FOR THE WHOLE GAME?

The timing system described is really only intended for use inside the two-minute warnings (actually, college football has no automatic timeout at the 2-minute mark; some players prefer to "invent" one by assuming that a TV timeout is imposed at this point). However, there is no intrinsic reason why it could not be used throughout the entire game – but there are a couple of practical arguments against this-

(1) The system is considerably more complicated than the ordinary timing system; and most players consider its use, justified only when playing time is critical. Its exclusive use may slow down play considerably.

(2) By actual comparison with real game timing statistics, one can show that the efficiency of the above timing system is somewhat exaggerated; that is, teams will actually get in more plays under this system than they do in reality. This is not primarily due to any errors in the basic assumed times but rather due to the inefficiency of real-life teams. You may have noticed in televised games how frequently players, coaches and sometimes even officials allow the game-clock to run when either common sense or the actual rules tells them to call timeout. Use of the system over an entire game might result in a noticeable exaggeration in the number of plays run.

In connection with (2), note the preferences of Dr. Nicely's playtesters. He reported that they have preferred to use the regular timing system during the first 28 minutes of each half, with two modifications: (A) 10 seconds are added to the duration of each play not terminated by a referee's timeout (thus 10 second plays are counted as 20; 20 sec plays as 30; 30 sec plays as 40); and (B) all out of bounds marks are ignored. This procedure actually over compensates for the slight error introduced by (2) within the

2-minute warnings, resulting in fewer total plays than the known norm for a game (between 75 and 90% of normal). This tends to produce slightly shorter, speedier, and closer than average games – all effects which they enjoy. This is strictly a matter of player preference.

***The Excel Game does not incorporate the Alternate Timing Method. Experience has shown that the tendency in Bowl Bound for the game to produce too many plays compared to real life is largely mitigated by the modification to the Timing Chart included in these rules and the Excel Game – that plays out of bounds are timed at 10 seconds only in the last 2 minutes of the second quarter and the last 5 minutes of the fourth quarter.***

## VIII. POWER RATINGS

In the upper right corner of each Offensive Team Chart, in the box above the B and QT columns, appears a number (for example, the number 200 +/- 2 on the 1966 Notre Dame chart, and the number 199 +/- 2 on the 1987 Florida State chart). This is a measure of the strength of the team called its POWER RATING. If the team is playing on its home field, add the +/- number to the base number to arrive at its Adjusted Power Rating. If playing on its opponent's home field, subtract the +/- number from the base number. If the game is played on a neutral field, simply use the base number.

***Note that on the charts copyrighted 1979 and before, as originally published by Avalon Hill, Power Ratings were not printed. Power Ratings for the teams are shown in the Power Ratings and Yardage Factors Chart. The chart provides two different sets of power ratings – one based on the scale developed by Dr. Thomas R. Nicely (in its most recent form), and the other based on a different scale developed by Eddie Mays, the creator of many privately printed Bowlbound charts. Power Ratings using both scales for most privately published charts (Steven Jackson & Donald Grayson, Eddie Mays, Matt Floray) are available on request by emailing the author at***

***[august\\_helmbright@yahoo.com](mailto:august_helmbright@yahoo.com).***

### 1. POINT SPREADS

First of all the power ratings provide a quantitative method of determining the favored team in a given game. This is done by subtracting the smaller power rating from the larger one; the difference is the POINT SPREAD, the margin by which the team with the higher power rating is favored over the team with the lower power rating. The principal figures are for neutral-field play.

For the home team, add the amounts indicated; for the visiting team, subtract the indicated amounts. The power rating differential determines the spot (point spread). The point spread can be used to put two players on an even basis, regardless of the relative strengths of their teams. After it is decided which two teams are to play (by schedule, by choice, or by lot), the favorite and the point spread are calculated from the power ratings. The players then choose their respective teams (by mutual agreement, or by rolling the offensive dice for high total) with the following point in mind: IN ORDER TO SCORE A CLEAR-CUT VICTORY, THE PLAYER WITH THE FAVORED TEAM MUST BEAT THE POINT SPREAD: that is, he must not only win, his margin of victory must exceed the point spread. A quantitative measure of the players' performances can be obtained by use of the RATING POINTS explained below.

POINT SPREAD EXAMPLE: 1987 Florida State is playing at 1966 Notre Dame. Florida State's adjusted Power Rating is 197 (199 minus 2), while Notre Dame's is 202 (200 plus 2). Notre Dame is a 5-point favorite.

## 2. RATING POINTS:

When the point spread is in use for a game, RATING POINTS are assigned to each player at the end of the game, depending on the outcome. In the instructions and examples following, Player A is the one coaching the favored team and Player B is the one coaching the underdog.

- i. If the favored team wins by more than the point spread, Player A receives 10 rating points and Player B receives zero.
- ii. If the favored team wins by the point spread or less, each player receives 5 rating points.
- iii. If the two teams tie, Player B receives 10 rating points. Player A receives zero rating points, if the point spread was 10 or less; if the point spread was greater than 10, Player A receives (10-point spread) rating points - a NEGATIVE score.
- iv. If the underdog wins, Player B receives (10 + point spread) rating points. Player A is scored as in the case of a tie, (iii) above.

## 3. CUMULATIVE RATINGS

To make the above system most meaningful, a record should be kept of the number of games played and total rating points earned by each player. For each player, a RATING PERCENTAGE, similar to a baseball batting average, can then be calculated: Rating

Percentage = (total Rating Points) divided by (10 X Total Number of Games Played).  
This is the ultimate measure of your all-around skill at BOWLBOUND

#### **4. TRACKING THE FAVORITE**

A second use of the point spread is to simulate the “intangibles” and “lucky bounces” of college football, factors which defy statistical simulation but which are of great importance in actual play.

This can be done as follows:

(A) Whenever a team is LEADING the point spread, they are not allowed the Free Wild Card Defense (but may employ the Conditional Wild Card; see Adv. Rule II-1).

(B) Whenever a team is TRAILING the point spread, they are entitled to the Free Wild Card Defense (see Adv. Rule II-1).

(C) If the game score should match the point spread EXACTLY, both teams are entitled to the Free Wild Card Defense.

(D) Note that the Yardage Factor and Wild Card status of a team may change several times in the course of a game, and will often change whenever a team scores.

#### **5. POWER RATING RECOMMENDATIONS**

IT IS STRONGLY RECOMMENDED THAT WHEN POWER RATINGS ARE IN USE, ADV. RULES II-1, II-2, VIII (especially part 4), and IX (see below) BE EMPLOYED AS A UNIT. This is by far the most effective method for simulating the proper relative playing strengths of the teams, and this is particularly true when older charts are involved.

#### **IX. YARDAGE FACTORS**

Yardage factors simulate the tendency of real-life games to gravitate toward the point spread. There are two Yardage Factor methods.

##### **Full Feature Method**

The yardage factors compensation differential determines the initial yardage factor (percentage) advantage (IYFA) granted to one team over the other. Yardage Factors for each team are printed on the Power Ratings and Yardage Factors Chart. A team's YF advantage is reduced by 4% for each point they are in the lead; alternatively, a team's YF disadvantage is increased by 4% for each point they are in the lead.

EXAMPLE: 1966 Notre Dame at 1940 Stanford. Adjusted power ratings are Notre Dame 198 [that is, 200 base PR minus 2 for playing at the opponent's home field] and Stanford 202 [that is, 200 base PR plus 2 for playing at home]; thus, Stanford is a 4-point favorite. Adjusted yardage factor compensation ratings are Notre Dame 89.5% [98.5% minus 8%] and Stanford 113.5% [105.5% plus 8%]. Thus, at the beginning of the game, Stanford receives a 124% YF [100% plus the excess of 113.5% over 98.5%] and Notre Dame receives 100%. Now suppose Notre Dame takes a 7-0 lead. Then Stanford receives an additional  $7 \times 4 = 28\%$  YF advantage (152% for Stanford and 100% for Notre Dame). On the other hand, if Stanford takes a 7-0 lead, their YF advantage becomes 24% minus  $7 \times 4\%$ , which equals -4%, or a 4% disadvantage. Therefore, the adjusted YFs are then Stanford 100% and Notre Dame 104%.

The general scoring level can be adjusted (if desired) by changing the base yardage factor from 100% to a higher value (for more scoring) or a lower value (for less scoring). To illustrate, if the base yardage factor is changed to 90% in the above example, at the beginning of the game, Stanford receives a 114% YF and Notre Dame receives a 90% YF. A second method for reducing the scoring level is to use part of the yardage factor differential to reduce the disadvantaged team's yardage factor below the base yardage factor; for example, some groups like to use 30% of the differential for this purposes. At the beginning of the game in the example above, under this scheme, Stanford would received 116.8% ( $\text{Base} + 0.7 \times \text{Differential}$ ), while Notre Dame would receive 92.85 ( $\text{Base} - 0.3 \times \text{Differential}$ ). To emphasize the effect of the yardage factors, always round fractional yards toward the 50 yard line.

#### EXAMPLE

*Team A is receiving a 99% yardage factor, has 4th and goal at B's 1, and rolls a 1-yard gain. The gain converts to 0.9 yards, placing the ball at B's 0.01, between the goal and the 1. The ball is spotted at the 1 and B takes over on downs. (If on the other side of the 50, even a 0.01 would round up to 1.) The yardage factor compensation ratings may be adjusted to reflect the style of play of your particular group.*

DO NOT apply yardage factors to any of the following results: (a) negative yardage final results;

(b) penalty results; (c) quarterback sneaks; and (d) special team entries.

Fractional results are always rounded toward the 50 yard line. For example, a Final Result of 2.1 yards is rounded up to 3 yards if the play ends on the offensive player's

side of midfield, while a Final Result of 2.9 yards is rounded down to 2 yards if the play ends on the defensive player's side of midfield.

### Simplified Method

Players familiar with *Paydirt!*, Avalon Hill's game of professional football, may wish to use the method that was in use for *Bowlbound* prior to the creation of the full-feature method described above. This method is very much like the method used in *Paydirt!* In this Simplified Method, yardage factors are applied in a similar manner as in the Full Feature Method, except that there is less variation in yardage factors throughout the game.

Each team is assigned an Upper and a Lower yardage factor. In the case of the *non-Ivy League* teams in the *Bowlbound* Set I (29 teams from the years 1960 through 1970 – these teams are identified on the Power Ratings and Yardage Factors Chart), the Upper Yardage Factor is 125% and the Lower Yardage Factor is 105%. The 3 Ivy League Set I teams (Dartmouth, Princeton and Yale) have an Upper Yardage Factor of 105% and a Lower Yardage Factor of 85%. For the Set II teams (20 teams from 1940 through 1959 and 1971 through 1978), the Upper Yardage Factor is 107% and the Lower Yardage Factor is 87%. All other teams, unless indicated otherwise (certain privately created team charts, particularly those that are not Division I-A), the Upper Yardage Factor is 100% and the Lower Yardage Factor is 80%. Whenever a team is ahead of the Point Spread, it uses the Lower Yardage Factor in all situations for which yardage factors apply (same as in the Full Feature Method). Whenever the team is behind the Point Spread, it uses the Upper Yardage Factor. If the score is exactly equal to the Point Spread, each team uses its respective Lower Yardage Factor. As with the Full Feature Method, the base can be adjusted up or down. For example, if the base is adjusted from 100% to 85%, the Upper and Lower Yardage Factors for the non-Ivy League Set I teams are 110% and 90%, respectively.

***The Excel Game incorporates three options, selected in the YF drop-down list: Full (Full Method), Simple (Simplified Method), and None. The Base drop-down list allows a player using yardage factors to adjust the base yardage factor in increments of 5 percentage points anywhere from 60% to 125%. Many Bowlbound players have found that if the Full Feature Method is used, adjusting the base to 90% produces the most realistic results with most teams in terms of total points scored per game. Even if players generally prefer not to use Yardage Factors, it is strongly recommended that at least the Simplified Method be used when playing a team from Set I against a team from another set, because the older Set I team charts are somewhat “out of balance” with the newer charts.***



***The Power Ratings and Yardage Factors Table is reproduced at the end of this book, immediately following the Priority and Play Selection Charts.***

## **BOWLBOUND Legend**

# or -# = Number of yards gained or lost

(#) or (-#) = On offense, overrides all defensive results except [#]

(#) or (-#) = On defense, overrides all offensive results except (#) or penalties

A Circle is used on older charts in place of ( ) but the meaning is the same

[#] or [-#] = Defense only, overrides all offensive results except penalties

\* = Play ended out of bounds – for time keeping purposes

† = Same as \*

TD or (TD) or [TD] = Touchdown

DS or -DS = Variable yardage based on dice roll – default value of 6 yards

X or -X = Variable yardage based on dice roll – default value of 12 yards

T0 = Same as X

T1 = Variable yardage based on dice roll – default value of 28 yards

T2 = Variable yardage based on dice roll – default value of 55 yards

T3 = Variable yardage based on dice roll – default value of 83 yards

SOP – Sprint Out Pass, used on the Option Play (Play 5), indicating a re-roll of the offensive dice under Play 7

BLP – Bootleg Pass, used on the Option Play, indicating a re-roll of the offensive dice under Play 8

Off # = Offensive penalty for # of yards

Off R = Variable yardage offensive penalty – default of 10 yards, used on returns only

Off S = Variable yardage offensive penalty – default value of 5 yards

Def # = Defensive penalty for # of yards

Def R = Variable yardage defensive penalty – default of 15 yards – Used on returns only

Def S = Variable yardage defensive penalty – default value of 5 yards

PI # = Pass Interference on the defense at # of yards down the field

F = Fumble

F +# or F -# = Fumble at # of yards down field or behind the line of scrimmage

INC = Incomplete Pass

INT # or INT -# = Interception at # of yards down the field or behind line of scrimmage

B = Breakaway

QR = Quarterback Runs

QT = Quarterback Trapped

NG = No Good – Field Goal use only

BK -# = Kick blocked at # of yards behind line of scrimmage, Field Goals and Punts only

FG or FG\* = Used in the Punt column only, means a shanked Punt. Use FG Column

KO or KO\* = Used in Punt column only, means a long Punt. Use Kickoff Column

Empty white box = no gain or loss

Empty black box = incomplete pass

\* can appear on any offensive play or Punt. Examples:

10\* = 10 yard gain, out of bounds at end of play

T2\* = T2 yard gain, out of bounds at end of play

(-5)\* = -5 yards, out of bounds

\* = No gain, out of bounds

Combinations can be used. For example:

PI X = Pass Interference at X number of yards

F +T1 = Fumble at T1 yards down the field

F -DS = Fumble at DS yards behind the line of scrimmage

# RULES

*IMPORTANT: These rules replace and supersede all previous rules for BOWL BOUND. These rules are based upon the following sources: (i) The published BOWL BOUND rules, copyright 1978 by The Avalon Hill Game Co. and written by Dr. Thomas R. Nicely (3rd Edition – Spring 1989); (ii) private correspondence with Dr. Nicely, including various iterations of experimental advanced rules used by him and his play testers that were never published; (iii) the published rules for PAYDIRT, copyright 1981, and the PAYDIRT 1990 Supplement to the Rules, to the extent that they cover items not published in the BOWL BOUND rules that are not inconsistent with college football; (v) “PAYDIRT 2004” rulebook authored by Matthew P. Floray; and (vi) valuable insight gained from discussions with Mr. Floray. Some of Dr. Nicely’s experimental advanced rules, and some of Mr. Floray’s modified rules and suggestions have been adopted, and some have not, based entirely on my own experience and tastes. The addition of the “OFF 5A” penalty (offensive penalty before the snap) is my own.*

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## BASIC RULES

***Throughout this rule book, commentary on the application of specific rules and game situations to the Excel-based BOWL BOUND game is included in gray-shaded boxes. The application of most game situations and procedures to the Excel game is self-evident. No attempt is made to explain obvious differences (e.g., a description of “equipment included,” the need to click control buttons***

***instead of throwing dice, etc.). To begin a game in Excel, click the "Choose teams" button, follow the instructions, and then click the "Start new game" button. The various rule options in the forms that then appear will be clear once the Basic Rules and Advanced Rules are digested.***

## **I. DESCRIPTION OF THE GAME**

BOWL BOUND is SPORTS ILLUSTRATED's college football replay/simulation game. Color-coded team charts have been prepared for each of several college teams, using the actual statistics for each team and season portrayed. These statistics have been analyzed, using mathematical formulas and computer programs, and the results have been encoded in the easy to use Team Charts. Thus, each color coded Team Chart reflects, with great accuracy and detail, the real life performance, in each and every phase of the game, of that particular team for that particular season. The attention to detail used in preparing the Charts, along with extensive playtesting, has produced a replay game, which we are sure you will find unrivaled for excitement and fidelity!

## **II. EQUIPMENT INCLUDED**

- One set of color-coded Team Charts, one for each college team
- Rules Folder, including both Basic Rules and (optional) Advanced Rules
- Two special charts, one for each player, containing the Legend, Priority Chart, Timing Chart, Squib Kickoff Return Chart, and spaces for marking the offensive play or defense formation of your choice
- Playing field
- Football marker and Yards-to-go marker
- Five special game dice
- Power Ratings and Yardage Factors Chart
- Scorepad

## **III. PLAY OF THE GAME**

Basically, the sequence of play is the same as in actual college football. Each player secretly chooses an offensive play or defensive formation from his Team Chart, then throws his special game dice. From the totals, the results are then found on the Team

Charts. The offensive and defensive results are then combined, using the Priority Chart, to determine the final outcome of the play. Special situations (penalties, kicking plays, free balls, etc.) are explained in a separate section.

## IV. HOW TO USE THE GAME EQUIPMENT

### 1. SPECIAL GAME DICE

#### *(A) OFFENSIVE DICE (1 Black, 2 White)*

To determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the two white dice. The offensive dice total can be any number from 10 through 39.

#### *(B) DEFENSIVE DICE (1 Red, 1 Green)*

The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5.

***This explanation of the dice odds is provided for the benefit of those who do not own the original game, or otherwise have access to a set of Bowl Bound dice.***

***The Offensive Dice consist of one black die (the 10s digit) and two white die (which are totaled for the ones digit). Dice totals of 10 through 39 can be produced. The black die's faces are: 1 opposite 2; 2 opposite 3; and 3 opposite 3. One of the white die's faces are: 0 opposite 0; 1 opposite 4; and 2 opposite 3. The other white die's faces are: 0 opposite 5; 1 opposite 4; and 2 opposite 3.***

***The Defensive Dice consist of one red die and one green die, which are totaled for a number of 1 through 5. The red die's faces are: 1 opposite 1; 1 opposite 3; and 2 opposite 2. The green die's faces are: 0 opposite 0; 0 opposite 1; and 0 opposite 2.***

***The following table shows the number of rolls for each of the 216 permutations of the Offensive***

**Dice:**

**10: 2 20: 4 30: 6**

**11: 3 21: 6 31: 9**

**12: 4 22: 8 32: 12**

**13: 5 23: 10 33: 15**

**14: 6 24: 12 34: 18**

**15: 6 25: 12 35: 18**

**16: 4 26: 8 36: 12**

**17: 3 27: 6 37: 9**

**18: 2 28: 4 38: 6**

**19: 1 29: 2 39: 3**

***The following table shows the number of rolls for each of the 36 permutations of the Defensive Dice:***

**1: 12 ; 2: 11; 3: 9; 4: 3; 5: 1**

## **2. COLOR CODED CHARTS**

The **LEGEND** explains the meanings of all colors, symbols, and abbreviations appearing on these charts.

### ***(A) OFFENSIVE TEAM CHARTS***

After an offensive play has been selected, the offensive dice are rolled and totaled. To find the OFFENSIVE RESULT, read down the column of the play selected and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the offensive result (which must still be combined with the defensive result, using the Priority Chart).

### ***(B) DEFENSIVE TEAM CHARTS***

This chart contains a separate # ON DICE column for each of the six defensive formations. After an offensive play and defensive formation have been selected, the defensive dice are rolled and totaled. The DEFENSIVE RESULT is then found as follows: Read down the column of the offensive play selected, and across from the defensive dice total in the # ON DICE column of the defensive formation used. The box at the intersection contains the defensive result (which must still be combined with the offensive result, using the Priority Chart).

### ***(C) SPECIAL TEAM CHARTS***



To determine the result of a Special Team Play, roll and total the OFFENSIVE DICE. Look at the Special Team Chart, in the column of the type of play called (Kickoff, Punt Return, etc.) and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the FINAL OUTCOME of the play (do not combine with any other result). The #ON DICE column itself is also used for Extra Point Attempts (see Basic Rule VI-7).

#### ***(D) PRIORITY CHART***

This is used for combining the offensive and defensive results to determine the final outcome of the play. Look in the column below the defensive result and in the row across from the offensive result; the box at the intersection shows which result overrules, or may instruct you to combine the two results.

#### **EXAMPLES**

*Offensive result was a 5 in a green box, defensive result was a -2 in a red box. Priority Chart says ADD, so final outcome is a 3-yard gain.*

*Offensive result was a 4 in a green box, defensive result was a (0) in a red box. Priority Chart says defense overrules, and final outcome is No Gain.*

*Offensive result was a (4) in a green box, defensive result was a -1 in a red box. Priority Chart says offense overrules, and final outcome is a 4-yard gain.*

*Offensive result was a (4) in a green box, defensive result was an (-1) in a red box. Priority Chart says the ( ) offset and final outcome is a 3-yard gain.*

*Offensive result was a -2 in a red box; defensive result was a -2 in a red box. Priority Chart says ADD, so the final outcome is a 4-yard loss.*

*Offensive result was a white box; defensive result was a -3 in a red box. Priority Chart says ADD, so the final outcome is a 3-yard loss.*

*Offensive result was a QT in a red box; defensive result was a -10 in a red box. Priority Chart says offensive overrules; offense rolls its dice again and finds the final outcome in the QT column of its Offensive Team Chart (no subtraction).*

*Offensive result was an F +6 in a red box; defensive result was a 12 in a green box. Priority Chart says offense overrules, and the result is a fumble 6 yards downfield (see Basic Rule VI-10).*

*Offensive result was an OFF S in a yellow box; defensive result was an INT 10 in a red box. Priority Chart says offense overrules, resulting in a penalty against the offense (but the defensive result may still apply; see Basic Rule VI-4).*

*Offensive result was an F +22 in a red box; defensive result was a (TD) in a green box. Priority Chart says the outcome is a fumble one yard deep in the defenders' End Zone (see Basic Rules VI-10 and VI-13).*

*The offense punts, with a result of 48 in a green box. For Special Team plays there is no defensive result and the Priority Chart is not used. The final outcome is a 48-yard punt, and the defenders may attempt a return (see Basic Rule VI-5).*

*Offensive result was an INT 28 in a red box; defensive result was a (TD) in a green box. Priority Chart says the final outcome is an incomplete pass.*

### **3. PLAYING FIELD, TIMING, SCOREPAD, AND PLAY SELECTION**

The Football Marker is used to locate the current line of scrimmage or position of the ball. The yards-to-go marker indicates the 10 yards necessary for the next first down.

The score, quarter, time remaining, down, and timeouts are recorded on the special Scorepad. After each play, the time consumed is found from the Timing Chart and the proper number of timing squares are blacked out on the scorepad. Each box equals 10 seconds, and each set of boxes equals one minute. The blank boxes then show the time remaining at the next snap or kickoff.

Each team receives 3 timeouts per half. These are called after a play, and are used to reduce the duration of that play to 10 seconds. Whenever a team calls a timeout, black in the space provided. If a play begins with more than two minutes remaining in a half, there must be at least two minutes remaining when the following play begins, due to the official's timeout at the 2-minute warning.

Any play begun before the end of a quarter is completed as part of that quarter, whether or not sufficient time for that type of play remained on the clock. Completed quarters are indicated by blacking in the box provided.

The down is shown by moving a coin onto the proper circle on the scorepad. Scores are recorded in the linescore grid provided.

Sets of spaces are provided on each of the special charts, so that a coin may be used to indicate the players' choice of offensive play or defensive formation.

## **V. SETTING UP AND PLAYING THE GAME**

The easiest way to learn how to play BOWL BOUND is to follow the procedures outlined below. If you are uncertain how to read the dice or game charts, refer to the previous explanations and examples. As you play, certain special situations (penalties, kicks, free balls, etc.) will arise; when they do, refer to Section VI below, check what to do, and then continue play. EXCEPT WHEN THE SPECIAL RULES OF BOWL BOUND APPLY, AND IN ANY CASE OF DOUBT, ALWAYS APPLY THE CURRENT OFFICIAL RULES OF COLLEGE FOOTBALL.

### **1. TEAM SELECTION**

Each player picks a team by selecting its color coded Team Chart. This may be done by mutual agreement.

### **2. SPECIAL CHARTS**

Each player will also have one of the special charts for reference.

### **3. COIN TOSS**

Each player rolls the offensive dice; high total has the choice of receiving or kicking off (the other player has the choice at the beginning of the second half).

### **4. KICKOFF**

Kicking team places the ball on its 30 yard line, rolls the offensive dice, and reads the kick yardage from the Kickoff column of its Special Team Chart; the ball is then move this distance downfield. (Note: the NCAA changed the Kickoff spot to the 30 yard line effective for the 2007 season.)

### **5. KICKOFF RETURN**

The receiving team now rolls the offensive dice and reads the return yardage from the Kickoff Return column of its own Special Team Chart, then moves the ball this distance back upfield.

### **6. TIME RESOLUTION**

The Timing Chart is consulted for the time consumed by the kickoff and return, and the proper number of timing boxes is marked off on the scorepad. The yards-to-go marker is placed, extending from the line of scrimmage to 10 yards upfield. A coin is placed on the 1st Down circle on the scorepad.

***Excel Game: Because Possession changes in the middle of plays involving Returns, the following enhancements to the Timing Chart are automatically used: Kickoffs = 0, whether or not returned; Kickoff Returns = 10; Punts, whether or not returned = 10; Punt Returns = 0; Fumbles and Blocked Kicks lost = 10; fumble or miscellaneous returns = 0; Passes Intercepted = 10; and Interception Returns = 0).***

## **7. PLAY SELECTION**

Each player now chooses an offensive play or defensive formation by placing a coin on the proper square of his special chart. This is done separately and secretly, each player shielding his choice by using his hand or Team Chart. The choices are then revealed to each other.

***Excel Game: For head-to-head Secret Play, follow the instructions on the Defensive Formation selection form.***

## **8. DICE ROLL**

Each player now rolls his special game dice and consults his Team Chart for the offensive or defensive result of the play. *NOTE: Technically, the defensive player is not required to reveal his*

*formation or roll his dice until after the offensive result of the play has been determined.*

## **9. PLAY RESOLUTION**

The Priority Chart is now used to determine the final outcome of the play (see Basic Rule IV-2-D). If a penalty, free ball, B, QT, or a variable result (X,DS, T1, T2, and T3) is involved, the offensive player may have to roll his dice again to decide the final result of the play (see Basic Rule VI-3).

## **10. PLAY OUTCOME**

After each play, move the ball the proper number of yards, and move the Yards-to-go marker if a first down is awarded. After consulting the Timing Chart, mark off the time required for the play in the scorepad boxes, and move the coin onto the circle indicating the next down. Whenever appropriate, record timeouts used, completed quarters, and scores on the scorepad.

## **11. GAME CONTINUATION**

Play is continued in this fashion until the end of the game.

## **VI. SPECIAL SITUATIONS AND RULES**

### **1. PLAY SELECTION**

There is no restriction on the use of any offensive play. Any play may be used as often as desired, at any time desired, and from any point on the field.

### **2. BREAKAWAYS, QUARTERBACK RUNS AND QUARTERBACK TRAPS**

If the result of a play is Breakaway (B), Quarterback Runs (QR) or Quarterback Trapped (QT), the offense rolls its dice again and looks up the result in the B, QR or QT column of its Offensive Team Chart. THESE COLUMNS MAY NOT BE CHOSEN AS PLAYS BY THE OFFENSE, but are instead results of other plays chosen.

### **3. VARIABLE YARDAGE ENTRIES**

The yardage entries DS, X, T1, T2 and T3 may be interpreted in either of the following two ways:

*(A) QUICK METHOD: Count these entries as constant values: DS=6, X=12, T1=28, T2=55, T3=83.*

*(B) FULL-FEATURE METHOD: Roll the offensive dice again immediately to determine the yardage, as follows:*

DS = Direct Sum of the numbers on the three dice (add the numbers up).

X = 40 minus the normal offensive

T1 = The normal offensive total.

T2 = The total of two consecutive normal offensive dice rolls.

T3 = The total of three consecutive normal offensive dice rolls.

#### **EXAMPLES**

*You roll a 3 on the black die and a 2 and 5 on the white dice. The normal offensive dice total is 37; DS=10; X=3; T1=37.*

*You roll a 1 on the black die and a 0 and 3 on the white dice. The normal offensive dice total is 13; DS=4; X=27; T1=13. In combination with the roll of Example 1, T2 would equal 50.*

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used. If any of these symbols appears in a red box and/or with a negative sign (-), it represents the corresponding minus yardage.

***Excel Game: The field below the result output for each dice roll displays the full-feature method result of any variable yardage entries, based on supplemental dice rolls that are not visible during play. Separate supplemental dice rolls are used for the offense and the defense. These variable yardage entries are used in resolving the offensive and defensive results in the automated Priority Chart. The game does not include an option to use the Quick Method.***

#### **4. PENALTIES**

##### ***(A) PENALTY PROCEDURE***

- i. When a penalty occurs, the offense rolls its dice again to determine the offensive result of the play (Exception: (iii) below); the defense still uses the result of its *original* roll. These results are then combined according to the Priority Chart, and the offended team may accept either the result of the play (down counts) or the penalty yardage (down replayed).
- ii. If the offense reroll results in another penalty, the offense continues rolling until a non-penalty result occurs (Exception: (iii) below). The offended team may then accept the result of the play (down counts) or any ONE of the penalties (penalty yardages are not combined). If offsetting penalties have occurred, 10 seconds elapse on the clock, but the play is cancelled and the down is replayed.
- iii. If a PI penalty is rolled, there are no further rerolls; the defensive result is cancelled and the final outcome of the play is an incomplete pass.

##### ***(B) PENALTY YARDAGES***

The penalty yardage entries S (scrimmage or snap) and R (return) may be interpreted in either of the following two ways:

##### ***i. QUICK METHOD:***

Count S penalties as 5 yards; OFF R penalties as OFF 10 penalties; and DEF R penalties as DEF 15 penalties.

##### ***ii. FULL FEATURE METHOD:***

Immediately roll the offensive dice again to determine the actual penalty yardage, using the chart on the following page:

## **PENALTY**

## **YARDAGE**

**OFF=S DEF=S OFF=R DEF=R**

5 yards 10-19<sup>^</sup> 10-24; 30-32 10-19 —

5A yards 20-32<sup>^</sup>\$ — — —

5Y yards — 25-29<sup>†</sup> — 20-29<sup>†</sup>

10 yards 33-36 33 30-39 10-19

15 yards 37-39 34-39<sup>†</sup> 20-29 30-39<sup>†</sup>

Notes:

<sup>^</sup> On Kickoffs only, this is a kick out of bounds (“OB”), resulting in either: (i) a spot of the ball at the Receiving Team’s 35 yard line to begin its ensuing play from scrimmage; or (ii) a 5 yard penalty on the Kicking Team, which kicks off again. The choice of which alternative to use is made by the Receiving Team player. No time is expended by either of these alternatives.

\$ Offensive penalty before the snap (such as a false start or delay of game). There is no play, and the defense does not have an option of refusing the penalty. There are no additional rolls after this penalty result, so there is no chance of a defensive penalty offsetting the offensive penalty.

\* Automatic first down.

† Marked from the end of any gain or previous spot (Offensive Player’s Choice).

Either method A or method B may be used; just be consistent and make sure you agree with your opponent, before the game starts, on which method is to be used.

***Excel Game: at the beginning of the game, in the Penalty Resolution Method drop-down list, select either Chart or Advanced as the manner to use. With Chart, all penalty results are shown as printed on the Team Charts, and any printed S***

***and R penalties are resolved using the Full Feature Method. (The game does not include an option to use the Quick Method.)***

***With Advanced, all penalties, except for pass interference penalties, are converted to S penalties (or R penalties on kickoff, punt and interception returns), and then resolved using the Full Feature Method. Some privately printed Bowl Bound team charts use the DEF 5X penalty, familiar in Paydirt! as a defensive 5-yard penalty marked from the end of an offensive play for a gain, and carrying an automatic first down. These penalties are interpreted in Bowl Bound as DEF 5Y penalties, because there are no non-pass interference defensive 5-yard penalties in college football that carry an automatic first down. (This interpretation has been confirmed by Eddie Mays, who uses DEF 5X penalties in his charts, as being in accordance with his intentions.)***

### ***(C) MARKING OFF PENALTIES***

- i. Unless otherwise noted, all penalties are marked from the PREVIOUS SPOT (where the ball was last snapped or kicked off).
- ii. No penalty (except defensive pass interference) may exceed half the distance to the offenders' Goal Line.
- iii. In college football, defensive pass interference (PI) penalties are not automatically spot fouls (like they are in the NFL). All PI penalties carry an automatic First Down. A PI penalty that occurs at or beyond 15 yards past the line of scrimmage is a DEF 15 penalty. A PI penalty that occurs 14 or fewer yards past the line of scrimmage is spotted at the point of the infraction. If the line of scrimmage is outside the defense's 2 yard line, the spot cannot be inside the 2 yard line. If the line of scrimmage is on or inside the 2 yard line, the spot is half the distance to the goal line. *All "PI" penalties printed on the Team Charts are Defensive Pass Interference penalties. The game accounts for the possibility of Offensive Pass Interference as one type of infraction that can result in an OFF 15 penalty.* If a PI penalty is rolled, but the play results in a QR or QT, the penalty is counted as a DEF 10 penalty.
- iv. The DEF 5Y penalty, indicating defensive inadvertent facemask or contacting the kicker does not carry an automatic First Down in addition to the five penalty yards. If the play was a run or pass that gained yardage the five yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.



v. The DEF 15 penalty, indicating a defensive personal foul, carries an automatic First Down, in addition to the fifteen penalty yards. If the play was a run or pass that gained yardage the fifteen yards are marked from the end of the gain. If the play was a successful point after touchdown, the five yards are marked on the following kickoff.

vi. SPECIAL TEAM PENALTIES: Penalties on kicks are marked from the previous spot. Penalties on returns are marked from the end of the return, with one exception: if the return exceeds the point half way from its beginning, to the opponents Goal Line, any offensive penalty is marked from this half way point. NOTE: On the Special Team Chart, the "Offensive Team" refers to the one represented by that Chart (rolling the dice).

vii. If the spot where the penalty or the ball would be marked lies on a half-yard line, use the yard line that is closer to the 50-yard line as the spot.

viii. No quarter may end on an accepted defensive penalty (including a double foul). An extra play is run with the clock stopped at 0:00 remaining

ix. If multiple fouls on one team occur, the other team's player can choose which penalty to accept, or decline the penalties and accept the result of the play.

## EXAMPLES

*A's ball with 3rd and 19 at B's 44, A gains 3 yards and there is a DEF 15 penalty.*

*RESULT: 1<sup>st</sup> and 10 at B's 26.*

*A's ball with 3rd and 5 at B's 7, A accepts a DEF 5 penalty against B. RESULT: 3rd and 3 at B's 5.*

*A's ball with 3rd and 5 at B's 6, A accepts a PI 4 penalty. RESULT: 1st and Goal at B's 2.*

*A has 1st and 10 at his 17; B accepts an OFF 15 penalty. RESULT: A has 1st and 18 at his own 9.*

*A returns a kickoff from his 4 to his 29, after first rolling an OFF 15 penalty. RESULT: A has 1st and 10 at the 15.*

*A's, ball with 2nd and 17 at their own 32. A rolls a PI 12 penalty. B's defensive result is a QT.*

*RESULT: Defensive pass interference 12 yards downfield. If A accepts the penalty, A now has 1st and 10 at his own 44. If A declines the penalty, the result of his QT roll applies.*

*A has 3rd and 5 at his own 41. A rolls a DEF 5Y penalty, then the result of the play is a 43-yard pass completion. RESULT: A now has 1st and 10 at B's 11.*

*A rolls an OFF 5 then a PI 8. RESULT: Offsetting penalties; play is nullified and down is replayed.*

*On a passing play, B intercepts it his own 13. B tries an Interception Return first rolling an OFF 10 then a 52-yard return. RESULT: The spot of the penalty is at A's 44; B takes possession, 1st and 10 at his own 46.*

## **5. PUNTS**

To punt, the offense simply announces this intention, rolls the offensive dice, and consults the Punt column on its Special Team Chart to find the yardage the punt travels from the line of scrimmage.

If there is no † or \* with the punt yardage, the receiving team may return the punt by rolling the offensive dice and consulting the Punt Return column of its own Special Team Chart.

## **6. FIELD GOAL ATTEMPTS**

To attempt a field goal, the offense simply announces this intention, rolls the offensive dice, and consults the Field Goal column on the Special Team Chart. If the yardage shown EQUALS or EXCEEDS the distance from the line of scrimmage to the opponents' Goal Line, the field goal is GOOD. If the yardage shown is less, the kick fails, and the defenders take possession, 1st and 10, either at their 20 yard line or at the Spot of the Hold (7 yards behind the line of scrimmage) - whichever is to their advantage. *NOTE: The yardages in the Field Goal Column refer to the distance from the line of scrimmage to the opponents' Goal Line - not to the statistical length of the attempt, which is 17 yards greater (10 yards of the End Zone + 7 yards to the spot of the hold).*

## **7. POINT AFTER TOUCHDOWN (THE CONVERSION)**

A team scoring a TD has the option of attempting either a one point conversion (by kick) or a twopoint conversion (by run or pass, from the 2 yard line).

(A) To try the extra point, roll the offensive dice and refer to the # ON DICE column of the Special Team Chart. If the dice total is in a WHITE box, the point is GOOD; if the dice total is in a RED box, the point is NO GOOD.

*Notes on playing with older Bowl Bound team charts:*

**Set I** (32 teams from the 1960 through 1970 seasons) – *one-point conversion attempts are governed by the original rules of Sports Illustrated College Football, with one exception. Refer to the “PAT GOOD / PAT NO GOOD” numbers on the front of the chart. Any dice roll resulting in a “Penalty” is ignored, and instead considered GOOD.*

**Set II** (20 teams from the 1940 through 1959 and 1971 through 1978 seasons) – *one-point conversion attempts are resolved in the same manner as field goal attempts from the 3-yard line, with one exception. All penalty rolls are ignored, and instead considered GOOD. Because other team charts (newer charts as well as Set I) do not include BLOCKED KICKS or FUMBLES as results from a one-point conversion roll, any roll resulting in a BLOCKED KICK or FUMBLE is treated as simply NO GOOD. (If Advanced Rule V.3. is in use [the Free Block Option], and the defensive team returns a blocked extra point attempt to or beyond its opponent’s Goal Line, it is awarded two points.)*

(B) To try a two-point conversion, the ball is placed on the 2-yard line and a play is called. If the result of the play places the ball at or beyond the defensive Goal Line, the try for two is GOOD.

Otherwise, the try for two points is NO GOOD. If the defensive team, as the result of a turnover, returns the ball to or beyond its opponent’s Goal Line, it is awarded two points.

## **8. ONSIDE KICKOFFS**

To attempt an onside kickoff, the kicking team simply announces this intention and rolls the offensive dice. The kicking team recovers if the dice total is 13 through 20, inclusive; the receiving team recovers on any other total. In either case, the ball travels 12 yards, and there is never any advance or return of the kick. (See Adv. Rule III-5 for a procedure involving more strategies.)

## **9. INTERCEPTIONS**

Move the ball forward (+) or backward (-) the number of yards shown. The defense may then return the ball by rolling the offensive dice and consulting the Interception Return

column of their Special Team Chart or the defense may instead decline the interception by declaring it an incompleting (ball batted away).

## 10. FUMBLES AND BLOCKED KICKS

Move the ball forward (+) or backward (-) the number of yards shown. The erring team now rolls the offensive dice and refers to the FUMBLE line on the lower right edge of its Offensive Team Chart, to see whether they recover the free ball or lose it. The opponents are entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick lost by the kicking team (a recovery attempt total of 39 is an automatic touchdown) and fumbles which are lost due to recovery attempt totals of 37, 38, or 39.

The offensive team is entitled to an INTERCEPTION RETURN, from the spot of recovery, of ANY blocked kick recovered by the kicking team at or behind the line of scrimmage with recovery attempt totals of 17, 18, or 19 or Fumbles which are recovered with recovery attempt totals of 17, 18, or 19. Otherwise, the next play begins from the spot of the recovery. If the offense recovers on 4th down but fails to make first down yardage, the defense takes possession anyway.

***Excel game: due to programming complexities, the following rule simplification is applied by the game interface to returns of fumbles and blocked kicks in plays involving penalty rolls: If a penalty result is rolled on an Interception Return, and if the Interception Return roll results in a fumble, the fumble is automatically non-returnable by the recovering team.***

## 11. THE ASTERISK (\*) AND DAGGER (†)

On Punts, these indicate that the receiving team is allowed no Punt Return. On the Offensive Team Chart, these indicate that the play ended Out of Bounds. Time non-punt plays with asterisks like all other plays except in the last two minutes of the first half and in the last five minutes of the second half where only 10 seconds elapse. (This modification to the Timing Chart is made to avoid the tendency of the original Bowlbound rules to produce games with an unrealistically large number of plays.) The play is NOT out of bounds if the Defense overrules or if the play results in a fumble.

## 12. THE OPTION PLAY

When the offense calls Play 5, the result may be an Option Run, a Sprint Out Pass Play (SOP) or a Bootleg Pass Play (BLP). If the offensive dice roll is such that an SOP or BLP box result, the DEFENSIVE RESULT IS NULLIFIED (automatically becomes a White Box, "No Change"); there is no defense against an option pass play, unless Adv.

Rule II.1, .2 and/or .3 are in use. The offense rolls its dice again and finds the final result of the play under Play 7 (SOP) or Play 8 (BLP).

If the offensive result under Play 5 is not an SOP or BLP, the offensive and defensive results are combined as usual, according to the Priority Chart.

### **13. PLAYS WITHIN AND BEYOND THE END ZONES**

#### ***(A) The GOAL LINE***

is part of and within the End Zone.

#### ***(B) The END LINE,***

10 yards behind the Goal Line, is out of bounds and not part of the End Zone.

#### ***(C) Any PLAY or RETURN***

which gains enough yardage to carry to the opponents' Goal Line, or ANY distance beyond it, is a TOUCHDOWN. EXCEPTIONS: Fumbles (VI-13-D below) and penalties (a penalty can never produce a Touchdown).

#### ***(D) FUMBLES AND BLOCKED KICKS***

- i. If the yardage of a fumble places the ball within the defenders' End Zone, the ball is live and may be recovered by either team. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.
- ii. If the yardage of a fumble places the ball on or beyond the defenders' End Line, consider the ball live in the End Zone. To find the distance beyond the Goal Line, roll only the white offensive dice. The total is the number of yards into the End Zone the ball will be recovered. If the offense recovers, they score a touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.
- iii. If the yardage of a fumble or blocked kick leaves the ball on or behind a team's own End Line, a safety is scored.
- iv. If the yardage of a fumble or blocked kick leaves the ball within a team's own End Zone, the ball is live and may be recovered by either team. If the defense recovers, they score a Touchdown; if the offense recovers, a safety is scored.

#### ***(E) PASSING PLAYS***

Passes completed (and not fumbled) within the defenders' End Zone are Touchdowns. Passes completed with yardages sufficient to carry the ball to or beyond the defenders' End Line are considered to be completed in the field of play and run into the End Zone for a Touchdown.

## EXAMPLES

In each of the following, the offense has attempted a pass with 1<sup>st</sup> and Goal at the 8.

*Offensive result is an 18 in a green box, defensive result is a 2 in a red box. RULING: Complete for touchdown.*

*Offensive result is a 16 in a green box, defensive result is a 2 in a green box, RULING: omplete for touchdown.*

*Offensive result is a 16 in a green box, defensive result is a (19) in a green box. RULING: Complete for touchdown.*

*Offensive result is a 19 in a green box, defensive result is a (16) in a green box. RULING: Touchdown.*

*Offensive result is an F +20 in a red box defensive result is a (16) in a green box  
RESULT: Pass completed but fumbles into the End Zone, 8 yards deep; offensive player must roll: fumble recovery to determine if the result is a Touchdown or a touchback.*

*Offensive result is a 19 in a green box, defensive result is a QT in a red box. RULING: Result is a QT. Offensive player rolls again and consults QT column; result is a 22 in a green box. RULING: Touchdown.*

- i. If the yardage of an INTERCEPTED pass would carry to or beyond the defenders' End Line, the spot of the interception is marked 9 yards deep in the End Zone.
- ii. If the spot of an intercepted pass is within a team's own End Zone, a Touchdown is scored by the defense (no return necessary).
- iii. If the spot of an intercepted pass is on or behind a team's own End Line, a safety is scored (lateral out of the End Zone).
- iv. If the spot of a PI penalty is anywhere within or beyond the defender's End Zone, the foul occurred within the End Zone, and acceptance of the penalty results in a 15 yard

penalty (and automatic first down) from the original line of scrimmage, or, if the line of scrimmage is at or inside the defender's 17 yard line, 1st and Goal at the defender's 2-yard line.

### ***(F) RETURNS***

- i. When a team gains possession within its own End Zone, they may either: (a) Elect an automatic touchback, or (b) Attempt a return. Note: If a return is attempted, the End Zone yardage must be counted in the return; if the ball is not advanced across the Goal Line, a touchback results.
- ii. Returns may not be attempted from, on or behind the End Line. The ball is out of play, and either a touchback or safety has occurred.

### ***(G) TOUCHBACKS AND SAFETIES***

- i. A TOUCHBACK scores no points for either team. The team defending that Goal Line puts the ball in play, 1st and 10 at their 20 yard line.
- ii. A SAFETY scores two points for the defense. The victims of the safety are awarded a free kick (Kickoff or Punt) from their own 20 yard line, using the same procedure as for an ordinary kick (see V-4 through V-6 or VI-5).

## **ADVANCED RULES**

The Basic Rules which you have just read are entirely sufficient to create all the excitement, skill, and strategy, of actual college football. In these Advanced Rules, however, we will suggest certain OPTIONAL features which we feel can make BOWLBOUND even more exciting and realistic. You may decide to use some, none, or all of these Advanced Rules in your own play of the game; just be sure that you and your opponent are agreed in advance on which ones are being used in a particular game.

And, of course, feel free to introduce your own innovations!

### **I. OFFENSIVE OPTIONS**

#### **1. RAZZLE-DAZZLE PLAY: (RZDZ)**

This is an extra play available to the offense, including such oddities as multiple reverses, halfback passes, flea-flickers, etc. It is called in the same fashion as any other

play, using the RZDZ square on the special chart. The sequence of play then proceeds as follows.

- (A) The offensive player reveals that he has called the RZDZ. Beyond this point, the defensive formation chosen may remain concealed, but may not be changed.
- (B) The defensive player rolls the OFFENSIVE dice and records the total.
- (C) Now the offensive player rolls the offensive dice and records the total.
- (D) The player with the LOWER dice total wins the right to choose the offensive result of the play (offense wins on ties).
- (E) If the OFFENSE wins, they may choose any non-penalty result from any of their 9 offensive plays, opposite the LOWER dice total.
- (F) If the DEFENSE wins, they may choose any non-penalty result from any of the offensive team's 9 offensive plays, opposite EITHER of the two dice totals rolled.
- (G) AFTER the offensive result is finally decided, the defensive player must reveal his defensive formation, roll the defensive dice, and look up the defensive result, opposite the offensive play finally chosen and his own previously picked defensive formation. The offensive and defensive results are then combined as usual, according to the Priority Chart. If a penalty, B, QR, QT or fumble occurred, it may be necessary for the offensive player to roll the offensive dice again and consult the offensive team chart for the final outcome of the play.
- (H) No penalty result may be chosen by either player, unless ALL possible choices are penalties. In this event, the offensive play from which the penalty was chosen is used to determine the offensive result of the play on the reroll. (I) See Adv. Rule II-1 for the effect of the Wild-Card Defense on the RZDZ play.

## **2. QUARTERBACK SNEAK**

In an effort to gain a SINGLE YARD, the offense may call a Quarterback Sneak (by placing a coin on the QB Sneak square of the special chart). The defensive result is then automatically a white box ("No Change") (unless Adv. Rule II-1 is also in use). The offensive result is found by rolling the offensive dice and looking under Play #1 on the Offensive Team Chart. ONLY THE COLOR OF THE BOX IS IMPORTANT. All green boxes count as 1-yard gains; all white and yellow boxes as No Gain; and all red boxes as fumbles at the line of scrimmage. The symbols in the boxes are to be ignored.



Do not confuse this play with the Line Plunge. The defensive result against Play #1 is irrelevant; the defensive dice are never rolled with this play, and the defense does not participate at all unless it has specifically Wild Carded the QB Sneak (Adv. Rule II-1).

### 3. HAIL MARY

Within the last 20 seconds of either half, the offense may try a Hail Mary Pass against a blank defense. Roll the offensive dice and refer to the following table for the results.

#### Dice Total Result

10-18 Complete (25 + T1 yards downfield)

19 Complete (TD)

20-23, 26-29 INT (25 + T1 yards downfield)

24-25 QT

30-38 INC

39 DEF PI (25 + T1 yards downfield)

***Excel Game: The Hail Mary play will show up in the offensive pick list only when its use is allowed. The resolution of variable yardage entries is automated. The Defensive Result will automatically be blank if the Hail Mary play is called, regardless of the Defensive Formation selected.***

### 4. HURRY-UP OFFENSE

A team may conserve playing time, without calling timeouts, by the following methods. The "Hurry-Up Offense" may be employed at any time during the game.

#### ***(A) NO HUDDLE OFFENSE***

By "hurrying" the next play (quick or no huddle), thus reducing the time consumed by (and after) the PREVIOUS play (remember, the clock always shows the time remaining when the next play begins - not necessarily the time when the ball was last declared dead). Assuming the previous play was a 30-second play, it would be counted as just 20 seconds if followed by a hurried play; the hurried play itself would then be timed as usual.

The DISADVANTAGES of the quick huddle are that, during the hurried play, (a) Defensive penalties may be counted as OFF 5 penalties (false start fouls; defensive

result cancelled, no rerolls, 0 seconds elapsed), AND (b) Offensive penalties may be counted as fumbled snaps from center; the defensive result is cancelled. Use the penalty chart below if the “NO HUDDLE OFFENSE” is being utilized by the offense.

## **PENALTY**

**YARDAGE OFF=S DEF=S OFF=R DEF=R**

5 yards 10-11 (FS\*)

12-29

10-14 OFF 5

15-24 DEF 5

10† --

5Y yards -- 25-35†† -- 11-19††

10 yards 30-36 -- 11-34 --

15 yards 37-39 36-39\*\*†† 35-39 20-39\*\*††

Notes:

\* No Penalty - Bad Snap (F-13 on punt attempts, F-7 on FG attempts, F-2 on all other plays)

\*\* Automatic first down.

† Prior to the change of possession.

†† Marked from the end of any gain or previous spot (Offensive Player's Choice).

***The Excel game does not include the no-huddle offense.***

## ***(B) SPIKING THE BALL***

By intentionally throwing a spiking the ball (automatic if requested; no dice rolls or charts used). Used after a 30-second play, this would cause the previous play and the spike, COMBINED, to consume a total of only 20 seconds. Used after a 20-second play, this would cause the previous play and the spike, COMBINED, to consume a total of only 10 seconds.

(Plays taking 10 seconds are unaffected.) A down is wasted, but the hazards of the quick huddle are avoided.

### ***(C) OUT OF BOUNDS***

The offense can GUARANTEE that the upcoming play will be a 10-second play by designating it (prior to any dice roll by the offense) as OUT OF BOUNDS. The DISADVANTAGE is that 5 yards will be subtracted from the outcome of the play, after the offensive and defensive results are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been out of bounds anyway. NOTE: This rule may not be applied to punts.

Options (A) and (B) are, of course, available only to the offense, and would not be used following a 0-second or 10-second play. They must be exercised IMMEDIATELY following the play whose time is to be reduced.

***The Excel game does not include the guaranteed out of bounds option.***

### **5. ELECTED SAFETIES**

The team in possession of the ball may elect to give the opponents an automatic safety, at any time and from any point on the field. The safety may not be elected after the ball is dead on 4th down, or while the ball is free.

### **6. RUNNING OUT THE CLOCK**

The offense may resort to the following methods to use up time.

#### ***(A) QUARTERBACK KNEEL DOWN***

Have the QB take the snap and drop immediately behind center. This is automatic if requested (no dice rolls, or charts used). There is an automatic 2-yard loss, and 30 seconds are consumed (unless the defense calls timeout or there is a loss of possession on downs).

#### ***(B) DELAY***

If the defense fails to call timeout after a 30-second play, the offense may take an intentional Delay of Game penalty (5 yards), increasing the time consumed by the previous play to 40 seconds. If the clock now reads 0:00 remaining, the quarter is considered to have ended prior to the delay violation.

#### ***(C) IN BOUNDS***

The offense can increase the likelihood of the clock continuing to run by declaring the upcoming play (prior to any dice roll by the offense) to be IN BOUNDS. The DISADVANTAGE is that 5 yards will be subtracted from the outcome of any play not otherwise in bounds, after the offensive and defensive result are combined, but before applying the yardage factor. The 5 yards is not subtracted from penalty yardages, incomplete passes, TD or (TD) results, or any play which would have been in bounds anyway. NOTE: For the purposes of this rule, “in bounds” means “in bounds between the Goal Lines.”

***The Excel game does not include the guaranteed in bounds option.***

## **II. DEFENSIVE OPTIONS**

The idea of the Wild Card Defense is to try to stop the offense cold by guessing exactly which play they are going to use, rather than by calling one of the six regular defensive formations.

### **1. WILD CARD DEFENSE**

When the Wild Card Defense is employed by a team entitled to its use, it is called a Free Wild Card. When employed by a team not entitled to its use, it is termed a Conditional Wild Card. No team is ever forced to use the Wild Card Defense, either Free or Conditional. They may always employ one of their six regular defensive formations instead.

#### **(A) ELIGIBILITY**

i. If Adv. Rule VIII-4 is not in use, only those teams identified by a black “W” in a red field in the upper left corner of their Defense Team Charts are entitled to the Free Wild Card. Any use of the Wild Card Defense by any other team is a Conditional Wild Card. An optional alternative to this rule is: all teams are entitled to the Conditional Wild Card Defense, at all times, except (reserved for future use) any teams with an “XWC” symbol printed in black in a green field in the upper left hand corner of the Defense Team Chart. (If this method is used, there is no “Free Wild Card Defense,” and XWC-coded teams are not eligible to use the Wild Card Defense in any form.)

ii. If Adv. Rule VIII-4 is in use, ANY team will be entitled to the Free Wild Card at those times in the game when they are even with or trailing the Point Spread; but the use of the Wild Card Defense by ANY team (even one with the “W” notation) when they are leading the Point Spread is a Conditional Wild Card. *Exception (reserved for future use):*

a team with a black “XWC” in a green field in the upper left corner of its Defense Team Charts is not entitled to the

Conditional Wild Card.

**Excel Game: The game automatically determines a team’s eligibility for the Wild Card defense based on the method selected in the Wild Card drop-down list when starting a new game: (1) Variable, based on ii, above; (2) W Coded, based on the general rule in i, above; or (3) Conditional, based on the optional alternative method in i, above. If the defense guesses correctly, the result of any dice rolls (including penalty results) are ignored. If Conditional is selected, an XWC-coded team will not be prevented from choosing a Wild Card defense, but if it does, the defensive result will be “no change,” regardless of whether the defenses guesses correctly or incorrectly.**

### ***(B) CALLING WILD CARD DEFENSES***

The Wild Card Defense is called as follows. Instead of placing a coin on one of the six defensive formation spaces, the defensive player places the coin on one of the OFFENSIVE play spaces; this indicates the play he believes the offense will call. The QB Sneak and the RZDZ may be Wild Carded, but the throwaway pass (Adv. Rule I-4-B), the QB Kneel Down (Adv. Rule I-6-A), and the Hail Mary (Adv. Rule I-3) may not.

### ***(C) WILD CARD DEFENSE RESULTS***

The result of the play depends on whether the defense has guessed correctly or incorrectly. The defense has guessed INCORRECTLY if:

- i. The Offense chose a different play, or
- ii. The QB Sneak was Wild Carded and Play 1 was used, or vice versa; or
- iii. One of plays 1 through 9 was Wild Carded and the offense chose the RZDZ, even if the offensive play eventually chosen during the RZDZ was the one Wild Carded.

If the defense guessed correctly, neither team rolls its dice or consults its Team Chart. There is no penalty for the use of a Conditional Wild Card, IF the defensive guess is correct (see D below). The final outcome of the play is:

- iv. No Gain, inbounds, on all running plays and the QB Sneak;
- v. An incomplete pass on all passing plays and the RZDZ.

vi. To Wild Card the Option Play (SOP or BLP with Play 5), the Defense must use TWO coins, placing one on Play 5 and the other on either Play 7 or Play 8. A Wild Card of Play 5 alone is the Option Run play (Play 5 without SOP or BLP). (The Wild Card of Play 5 alone is incorrect if the offensive roll results in SOP or BLP. The Wild Card of Play 5 with Play 7 is only correct if the offensive roll results in SOP, and with Play 8 only if the offensive roll results in BLP.)

If the defense guessed INCORRECTLY, the defensive result is automatically a White Box (No Change). Thus, the Defense NEVER rolls its dice or consults its Team Chart when using a Wild Card Defense, unless the Offense has called Play 5 (see vi, above). When the defense guesses incorrectly with a Conditional Wild Card, then the yardage factor is DOUBLED for that play (if Adv. Rule IX is not in use, simply double the yardage outcome of the play, with the same exceptions as stated in Adv. Rule IX, that is, no doubling for plays that are not modified with the yardage factor).

## **2. RUN AND PASS DEFENSES**

Although not themselves Wild Card Defenses, the Run (“R”) and Pass (“P”) defenses may be freely employed when, and only when, a team is entitled to the Free Wild Card Defense (Adv. Rule II-1). The Run and Pass defenses are similar to, and used in the same manner as a team’s six regular defensive formations, except that they are the same for every team. The Pass defense is called by placing a coin on the “Deep” square of the special chart; the Run defense is called by placing a coin on the “Onside” square.

### **(A) RUN DEFENSE**

The Defensive Results = (0) on a roll of 1 against plays 1 – 4 and against play 5 that does not result in an SOP or BLP. All other boxes are blank white boxes meaning “no change.”

### **(B) PASS DEFENSE**

The Defensive Results = INC (Black Box) on a roll of 1 against plays 7 – 9. All other boxes are blank white boxes meaning “no change.”

### **(C) CONDITIONAL RUN AND PASS DEFENSES**

If the defensive team “guesses correctly,” there is no penalty for the use of the Run and Pass defenses by a team not entitled to them.

The defensive team has “guessed correctly” if the offense uses a running play against Run or uses a pass play against Pass; this is not affected by the defensive dice total. Any QR or QT is to be treated as part of a pass play; the RZDZ play (Adv. Rule I-1) is to be treated according to the offensive play from which the offensive result is finally chosen. Play 5 is treated as a Run if the offense does not roll SOP or BLP, and as a pass if it does (even if the SOP or BLP results in a QR or QT).

If a team uses the Run or Pass defenses when not entitled to do so, and guesses INCORRECTLY, then the yardage factor is doubled for that play (if Adv. Rule II-1-A is not in use, simply double the yardage outcome of the play, with the same exception stated in Adv.

Rule II-1-C). If the optional Conditional Wild Card method of Adv. Rule II-1-C-i is used, the doubling penalty is replaced with a +3 in a green box. Also, if this optional rule is employed, any team with an “XWC” code is not eligible to use the Run and Pass Defenses.

### **3. NICKEL ZONE DEFENSE**

Players preferring lower scoring games, with more emphasis on the defense and the running plays, may wish to adopt the following Local Rule:

All teams will have the free and unconditional use, at all times and without penalty, of the following Nickel Zone, or “Q” Defense:

- +2 (2 in a green box) on rolls of 1-5 against Plays 1-4, and against Play 5 without SOP or

BLP

- INC (or black box) on a dice roll of 1 (only) against Plays 7-9
- White boxes on all other rolls / plays.

The defense is employed just like one of the six regular defenses “A” through “F”, but is the same for all teams. It is called by placing the play selection coin on the “Squib” block of the playing board. It may be used at any time by any team, and there is no “doubling penalty involved.

### **4. RED ZONE DEFENSE**

If the line of scrimmage is inside the defensive team's 20-yard line, the defensive team may accept a blank defensive result at any time prior to rolling the offensive and defensive dice; and the result of an incorrect wild card shall be a blank white box.

***Excel Game: Whenever the line of scrimmage is within the defense's 20-yard line, after the Formation and Play are selected, the choices will be displayed prior to the dice roll, and the defensive player will be told the offensive play choice and given the option of selecting the Red Zone Defense.***

### **III. KICKING OPTIONS**

#### **1. KICKOFF OPTIONS**

Three types of kickoffs are commonly used in college football: deep, squib, and onside. The one shown in the Special Team Charts is the deep kickoff; onside kickoffs were explained in Basic Rule VI-8. If you wish to use a SQUIB KICKOFF simply announce your intention; the kick automatically travels 40 yards, and the receiving team uses the Squib Kickoff Return Chart for its return.

To introduce further strategy into the choice of kickoff, it can be done as follows. Prior to the kickoff, the kicking and receiving teams secretly choose the type of kickoff they will use or expect to receive (indicating the choice by placing a coin on the proper Kickoff Selection Space of their Special Team Chart). The choices are then revealed, and the receiving team is rewarded or penalized for the accuracy of its guess, according to the chart shown here (KT = kicking team, RT = receiving team).

#### **RT's KT's Choice**

##### **Choice DEEP SQUIB ONSIDE\***

**DEEP** Kickoff = Chart

Return = Chart

Kickoff = 25 + T1

Return = X

Kickoff = X

KT recovers on

10 – 19 and 34 - 35



## **SQUIB**

Kickoff = Chart

Return = Chart - 8 yards

Return may not exceed

30 yards

Kickoff = 25 + T1

Return = Chart

Return may not exceed

40 yards (except TD)

Kickoff = X

KT recovers on

10 – 19 and 34 - 35

## **ONSIDE**

Kickoff = Chart

Return = Chart - 15 yards

Return may not exceed

20 yards

Kickoff = 25 + T1

Return = DS

Kickoff = X

KT recovers on

10 – 19

***Excel Game: When starting a game, select Basic or Advanced in the Kickoff Selection Method drop-down list to indicate whether the basic or advanced rules***

***will be employed. If the Advanced method is used, the defense chooses (guesses) the type of Kickoff expected in the Formation box, prior to the offensive player choosing the Kickoff type.***

## **2. PUNT OPTIONS**

In addition to the normal punt procedure described in Basic Rule VI-5, the following punt strategies may be employed. At any time, the punting team may cancel all asterisks (\*) / daggers

(†) in its punt column, by so declaring just prior to the punt in question.

### ***(A) SHORT-DROP PUNTS***

If the line of scrimmage is inside the 5-yard line of a team punting on any down, the defenders are entitled to a Free All-Out Kick Rush (see Adv. Rule V-2). In addition, all asterisks (\*) and daggers (†) are deleted and all minus yardage returns are zero yard returns.

### ***(B) COFFIN-CORNER PUNTS***

At the will of the kicking team, any amount of yardage may be subtracted from any kick. The amount of yardage subtracted must be specified before any dice roll by either team, and may not be altered thereafter. The yardage is subtracted from the yardage on the Special Team Chart, before the ball is moved downfield; but no yardage is subtracted from a penalty, blocked kick, or fumbled snap result. If 15 yards or more is subtracted from a punt, the punt is automatically out of bounds (unless otherwise specified in advance by the punting team), and there can be no return, fair catch (Adv. Rule IV-1-A), or roll yardage (Adv. Rule IV-1-B).

### ***(C) QUICK KICK***

For all punts on 1st, 2nd, and 3rd downs, no Fakes or Blocks (FBO, Free All-Out Rush, and SPBO) are allowed. In addition, no returns are allowed; and all Short Drop Punts hazards are cancelled.

## **IV. KICK RETURN OPTIONS**

### **1. PUNT RETURNS**

Following a punt (which crosses the line of scrimmage and remains in bounds) without a \* or †, the receiving team (RT) must either attempt to punt return, attempt a fair catch, or

let the ball roll toward its own End Zone. In the discussion below, the term “End of the Punt” refers to the point to which the ball carried according to the printed punt yardage.

#### ***(A) FAIR CATCH:***

This is attempted by rolling the offensive dice.

- i. On any total except 13 or 35, the fair catch is successful, and the RT takes possession, 1st and 10, at the end of the punt.
- ii. If the dice total is 13, the receiver has muffed the punt, and the RT must then roll its fumble recovery to see which team gains possession, 1st and 10, at the end of the punt. *Neither team is permitted to advance a muffed punt.*
- iii. If the dice total is 35, the receiver has backed off from or missed the ball, and the kicking team (KT) gains the roll option. The RT will then take possession, 1st and 10, either at the spot to which the ball rolls (if the KT accepts the roll option) or the end of the punt (if the KT declines the roll option).

#### ***(B) LET THE BALL ROLL:***

This would be done by the RT in the hope that the ball would roll into the End Zone for a touchback, and by the KT in an effort to down the ball just short of the RT's Goal Line. To let the ball roll, roll the offensive dice and subtract 15 from the total; the ball is considered to roll dead this many yards beyond the end of the punt (totals between 10 and 14 correspond to a backward bounce and negative roll yardage).

#### ***(C) \* or †***

If a punt (which crosses the line of scrimmage and remains in bounds) is marked by a \* or †, then the RT is allowed no return. They must either attempt a fair catch, or allow the KT the roll option, exactly as in (a)-(iii) above.

#### ***(D) Punts beyond Goal Line***

Punts (and kickoffs) which carry or roll to or beyond the Goal Line may be treated as automatic touchbacks by the RT.

## **2. KICKOFF RETURNS**

#### ***(A) Deep Returnable***

On deep kickoffs, as with returnable punts, the RT must either try a return, attempt a fair catch, or let the ball roll.

### *(B) Squib*

On squib kickoffs, no fair catch is allowed.

### *(C)*

If the RT allows a kickoff to roll, and it fails to reach or cross the End Line, it is treated as a muff. The RT must roll its fumble recovery to see which team gains possession of the live free ball, 1st and 10, at the spot to which the ball rolled.

### *(D) beyond End Line*

Kickoffs which carry or roll to or beyond the End Line are to be treated as automatic touchbacks by the RT.

## **V. FAKE AND BLOCK OPTIONS**

### **1. FAKE OPTION**

On punts, field goal attempts, and extra points, the kicking team (KT) may designate any one dice total, 10 through 39, as a FAKE-KICK NUMBER (FK #). Fake numbers called during a scrimmage kick play must be chosen from offensive dice rolls corresponding to the following values on the KT's Special Team chart:

- Punt entries of T2, KO, DEF penalties, or 40 or more yards;
- FG entries of T1, KO, DEF penalties, or simple (not variable) yardage entries sufficient for success; and
- Extra Point entries representing a successful try.

The fake may be any of plays 1 through 9, and must be run against a blank defense. The number must be chosen prior to the first dice roll, and may not be changed thereafter. If the receiving team (RT) employs the All-Out Kick Rush of Adv. Rule V-2, the KT is allowed to designate THREE different dice totals as FK #'s. See Adv. Rule V-2.

(A) When the KT rolls the offensive dice to attempt the kick, the result on the Special Team Chart is read as usual (opposite the KT dice total) if any total other than the FK # or the BK # (see Adv. Rule V-2 and V-3) is rolled. If, however, the KT dice total matches the FK #, no kick takes place; the result on the Special Team Chart is cancelled; and the KT MUST now attempt to run or pass for first down yardage. Ordinarily, only KT

must choose one of their 9 regular offensive plays for this purpose; however, if the RT employed the All-Out Kick Rush of Adv. Rule V-2, then the KT is also entitled to use a free and unopposed RZDZ play (as in Adv. Rule I-1, except that the defense does not take part at all).

(B) If the FK # is rolled, the KT then announces which of the allowable plays it will use for the fake kick play; rolls and totals the offensive dice again; and reads the result of that play from their Offensive Team Chart. The defensive result is automatically a white box, ("No Change"), but the Yardage Factor (Adv. Rule IX-1) is still applicable. The final result is then marked as would be any ordinary offensive play, and the next down is begun as usual.

## **2. ALL-OUT KICK RUSH**

(A) The RT may attempt to block any punt or field goal attempt. To do so, they must announce this intention in advance, before any commitments by the KT. The KT may then decide to change any or all conditions of the kick, or even not to kick at all. The RT, however, is now committed to the block attempt.

(B) After all intentions are announced, including the designation of three FK #'s (see Adv. Rule V-1) by the KT, the RECEIVING TEAM rolls the OFFENSIVE dice. The resulting dice total, and the two numbers on either side of it, are the Blocked Kick Numbers (BK #'s) (for example, if the RT rolls 32, then the BK #'s are 31, 32 and 33). The KT then rolls the offensive dice to attempt the kick. If the KT dice total is any total other than a BK # or a FK #, the Special Team Chart is read as usual, opposite the KT dice total. If, however, the KT rolls a BK # (which is not also a FK #) the kick is BLOCKED, DS yards behind the line of scrimmage for a field goal attempt, or X yards behind the line of scrimmage for a punt; refer to Basic Rule VI-10 for the sequel.

(C) The RT must bear the following four disadvantages as the price for mounting the All Out Kick Rush.

- i. The KT is allowed three FK #'s, rather than one.
- ii. The KT is allowed to use a free and unopposed RZDZ play if they roll a FK #.
- iii. All offensive penalty boxes in the kick column are instead counted as DEF 5 penalties.
- iv. If the kick crosses the line of scrimmage, the RT is allowed no return or fair catch, and the KT is granted the roll option as in Adv. Rule IV-1-B.

v. If the KT is attempting a Short Drop Punt (Adv. Rule II-2-A), the RT may employ the All-Out Kick Rush without bearing any of the four disadvantages in (C) above; only one FK# may be called.

### **3. FREE BLOCK OPTION**

Certain teams, in recognition of their outstanding kick rush, are allowed a FREE BLOCK OPTION. These teams are identified by the letters "FBO" or "SPBO" printed black on a red field, in the upper left corner of their Defensive Team Charts.

Teams with the Free Block Option are permitted to attempt to block any scrimmage kick. The procedure is the same as for the All Out Kick Rush of Adv. Rule V-2, with three major differences:

(A) There is just one, and not three, BK # in effect (only the EXACT dice total rolled by the RT is a BK#).

(B) The RT suffers none of the four disadvantages of Adv. Rule V-2-C; only one FK # may be called, and the choice of FK #'s is limited based on Adv. Rule V-1.

(C) These, and ONLY these teams may attempt to block extra points tries.

### **4. RULINGS**

(A) All FK # and BK # remain in force until the kick attempt is either executed or abandoned.

(B) A FK # overrules a BK #; that is, if the KT dice total matches both a FK # and a BK #, no kick occurs, and a fake kick play takes place (Adv. Rule V-1). This applies to the Free Block Option as well as to the All Out Kick Rush.

(C) No team may employ the All Out Kick Rush against extra point tries.

(D) If a team entitled to the Free Block Option employs the All Out Kick Rush, they must bear the same disadvantages as any other team.

(E) If an All Out Kick Rush is mounted against a hurried kick (Adv. Rule I-4-A), ALL penalty boxes are counted as false-start fouls against the KT.

## **VI. WEATHER EFFECTS**

For all outdoor stadiums, precipitation and wind may be a factor. The conditions may be determined by agreement or by rolling the Defensive Dice and referring to the following table.

#### **Precipitation Wind**

Dice Total	Condition	Dice Total	Condition
------------	-----------	------------	-----------

1, 2, 5 A	1, 2, 5 A
-----------	-----------

3 B	3 B
-----	-----

4 C	4 C
-----	-----

#### ***(A) PRECIPITATION***

i. CONDITION A: GOOD to EXCELLENT: Clear skies.

Effects: No Change.

ii. CONDITION B: BAD: Light rain, drizzle, or snow flurries, cold and icy.

Effects:

RUN – minus 1 to all gains (except TDs)

PASS – minus 3 to all gains (except TDs)

KICKOFF RETURNS – minus 5 to all gains (except TDs)

PUNT RETURNS – minus 2 to all gains (except TDs)

iii. CONDITION C: VERY BAD – Lots of rain & mud or lots of snow, blizzard conditions.

Effects:

RUN – minus 2 to all gains (except TDs)

PASS – minus 5 to all gains (except TDs)

KICKOFF RETURNS – minus 10 to all gains (except TDs)

PUNT RETURNS – minus 5 to all gains (except TDs)

*(B) WIND CONDITIONS*

i. CONDITION A: NO WINDS

Effects: No change.

ii. CONDITION B: LIGHT WINDS

Effects:

KICKOFFS & PUNTS – minus 5 against & plus 5 with.

FIELD-GOAL ATTEMPTS – minus 5 against; nothing with.

iii. CONDITION

*(C): STRONG WINDS*

Effects:

MEDIUM & LONG PASSES – completions only; #'s 1 thru 20 are all incomplete against the wind.

KICKOFFS AND PUNTS – minus 10 against & plus 10 with.

FIELD-GOAL ATTEMPTS – minus 10 against & plus 5 with.

Since wind conditions can change rather quickly; using the chart below, roll to see if the wind conditions have worsened (W), improved (I), or remained unchanged (U) for the second half:

**Wind**

Dice Total Condition

1, 2, 5 U

3 I

4 W



All #'s, results, etc., in parenthesis still take priority. ALSO: these weather & wind conditions can be used at any time, depending on the game, where it's supposed to be played and simply when the user wants to use it.

***The Excel Game does not incorporate weather effects.***

## **VII. ALTERNATE TIMING METHOD**

The total time for a play (from the snap until the snap for the succeeding play) can be broken down into three parts: the "Action Time" (AT), the "Return Time" (RT), and the "Dead Time" (DT). Thus, the total time (TT) may be indicated by:

$$TT = AT + RT + DT.$$

The "Action Time" refers to the live-ball interval from the snap until the ball is dead or until the other team gains possession.

The "Return Time" refers to the time after a change of possession occurs on a play to the end of the play or another change of possession occurs.

The "Dead Ball Time" DT is the time between the dead-ball whistle and the snap of the succeeding play, during which the game clock is running. In this interval, the players are unpiled, the ball is respotted, the down and yardage indicators are reset, the teams huddle, and the formations are set for the next snap. The DT will depend primarily on the nature of the initiating

play and the intentions of the two teams. The timing differences of college and college ball must also be considered. Another important distinction to note is that between "Continuous" and "Interrupted" plays. The game clock runs without Interruption on Continuous plays, while on Interrupted plays, it is stopped temporarily and then restarted on the referee's ready signal (windmill action of the arm). "Interrupted" plays include the following: plays on which first down yardage is made (clock stopped for the chains to be reset in college football), and plays involving a quarterback sack or a fumble not advanced. The table of AT, RT, and DT times is on the following page:

### **Action Elapsed Time**

#### **Action Times**

Runs and Completed Passes 5+T seconds

Incomplete Passes 5 seconds

QB Sneaks or QB Flops 3 seconds

Punts 6+R seconds

FG Attempts 2+T seconds

Kickoffs, PAT Attempts 0 seconds

Razzle-Dazzle Play Add 2 additional seconds

Fumble Occurs Add 2 additional seconds

Intercepted Passes Count as completed pass of equal yardage

BK or Fumbled Kick Snap 5+T seconds until recovery

Hail Mary 3+T seconds

Onside Kickoffs 3 sec

Squib Kickoffs 5 sec

Deep Kickoffs 5 + 1/2R sec;

where R is the roll yardage of Adv. Rule IV-2-C.

### **Return Times**

No Return Involved, or Kick Out of Bounds 0 sec

Fair Catches and Touchbacks 1 sec

Actual Return Attempted 3+T sec

For Occurrence of Muff or Fumble Add 2 Additional Seconds

### **Dead Times**

Referee Timeout Plays 0 sec

Continuous Plays 25

Interrupted Plays 15

Continuous Play, Time Conserved 10

Interrupted Play, Time Conserved 3

Continuous Play, Timeout called instantly 2

Interrupted Play, Timeout called instantly 0

Delayed Timeout 10

Intentional Delay Penalty Taken ADD 10 sec

The “T” referred to above is the “Tens Digit” of the net yardage covered (or in the case of FG attempts, the yard line of scrimmage). Thus, a 26-yard gain on a run or pass would require 7 seconds AT, since T=2; a BK-18 on a punt attempt would use up 6 seconds from snap to recovery, since T=1; a 53-yard FG attempt (line of scrimmage at the 36) would require 5 seconds AT, since T=3.

The “R” in the Punt entry refers to the number of yards the ball is allowed to roll after hitting the ground.

The “Referee Timeout Plays” are those on which the clock stops automatically when the ball is whistled dead: incompletions, out of bounds, change of possession plays, scoring plays, and touchbacks, and any play involving a penalty. The “Time Conserved” notation refers to the option of Adv. Rule I-6-A; the decision on this is made after the result of the current play is known, and affects the result of the next play. If the throwaway pass of Adv. Rule I-6-B is employed, the Time Conserved DT figures above are used for the sum total of the DT time of the current play and the time consumed by the throwaway play.

## EXAMPLES

*Team A (the one putting the ball in play) gains 6-yards and lets the clock run (but does not take a delay penalty). AT=5; RT=0; DT=25; TT=30*

*Team A gains 6-yards and lets the clock run, taking an intentional delay penalty. AT=5; RT=0; DT=35; TT=40*

*Team A gains 6-yards, then “hurries” the next snap to conserve time. AT=5; RT=0; DT=10; TT=15*

*Team A gains 6-yards, which is exact first down yardage, then throws the ball away intentionally to stop the clock. AT=5; RT=0; DT=0; TT=5*

*Team A loses 13-yards, going out of bounds. AT=6; RT=0; DT=0; TT=6*

*Team A’s quarterback is sacked for a 10-yard loss; he fumbles and B recovers; B then returns the fumble 37-yards. AT=8; RT=6; DT=0; TT=14*

*With the score tied, A has 2nd and 10 at their 30. A gains 5-yards on a pass play, bringing up 3rd and 5. After it becomes apparent A does not intend to call timeout, Team B calls timeout. AT=5; RT=0; DT=10; TT=15*

*Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B, instantly calls timeout. AT=3; RT=0; DT=2; TT=5*

*Team A is leading and attempts to run out the clock with a Quarterback Flop. Team B is out of timeouts, and Team A takes an intentional delay penalty. AT=3; RT=0; DT=35; TT=38*

*Team A's quarterback is sacked for a 7-yard loss, and neither team calls timeout or conserves time. AT=5; RT=0; DT=25; TT=30*

*Team A punts for 34-yards; the ball is returned 18-yards by Team B, then fumbled but recovered by Team B. AT=6; RT=6; DT=0; TT=12*

*Team A's 47-yard (LOS=30) FG attempt is blocked (BK-7). Team A recovers on a roll of 13, and attempts to advance the ball using Pass #9. The passer is sacked for a further loss of 11- yards and A loses the ball on downs. AT=11; RT=0; DT=0; TT=11*

*Team A scores on an 87-yard pass play. AT=13; RT=0; DT=0; TT=13*

*Team A's Kickoff is returned 102-Yards for a touchdown. AT=0; RT=13; DT=0; TT=13*

*Team A's attempted long pass is intercepted 38-yards downfield, and returned 51-yards by*

*Team B; there is also a clipping penalty on the return. AT=8; RT=8; DT=0; TT=16*

*Team A gains 48-yards on a Razzle-Dazzle play, then conserves time prior to the next snap. AT=11; RT=0; DT=10; TT=21*

*Team A scores on a Quarterback Sneak. AT=3; RT=0; DT=0; TT=3*

*Team A gains 14-yards and a first down, but lets the clock run. AT=6; RT=0; DT=15(because the play clock is Interrupted while the first down marker is set); TT=21*

*Team A tries to run out the clock by taking an intentional safety on 4th down; to do so, the quarterback starts from the line of scrimmage (A's 35) and runs backwards clear out of his own End Zone. AT=9; RT=0; DT=0; TT=9*

The computations take a while to get accustomed to, but fortunately most plays you encounter are of the garden variety (Ex's. #1, 5, 10, 13, 15, 17, 18) and do not require any extraordinary cerebration.

One note in regard to taking the delay penalty to consume time: for reasons of equity, a player may not take just a part of the extra 10 seconds and avoid the penalty while consuming the time. The only exception to this occurs if time expires during or at the end of the extra 10 seconds; in this event, no penalty is called and the half is over.

### WHY NOT USE IT FOR THE WHOLE GAME?

The timing system described is really only intended for use inside the two-minute warnings (actually, college football has no automatic timeout at the 2-minute mark; some players prefer to “invent” one by assuming that a TV timeout is imposed at this point). However, there is no intrinsic reason why it could not be used throughout the entire game – but there are a couple of practical arguments against this-

(1) The system is considerably more complicated than the ordinary timing system; and most players consider its use, justified only when playing time is critical. Its exclusive use may slow down play considerably.

(2) By actual comparison with real game timing statistics, one can show that the efficiency of the above timing system is somewhat exaggerated; that is, teams will actually get in more plays under this system than they do in reality. This is not primarily due to any errors in the basic assumed times but rather due to the inefficiency of real-life teams. You may have noticed in televised games how frequently players, coaches and sometimes even officials allow the game-clock to run when either common sense or the actual rules tells them to call timeout. Use of the system over an entire game might result in a noticeable exaggeration in the number of plays run.

In connection with (2), note the preferences of Dr. Nicely's playtesters. He reported that they have preferred to use the regular timing system during the first 28 minutes of each half, with two modifications: (A) 10 seconds are added to the duration of each play not terminated by a referee's timeout (thus 10 second plays are counted as 20; 20 sec plays as 30; 30 sec plays as 40); and (B) all out of bounds marks are ignored. This procedure actually over compensates for the slight error introduced by (2) within the 2-minute warnings, resulting in fewer total plays than the known norm for a game (between 75 and 90% of normal). This tends to produce slightly shorter, speedier, and closer than average games – all effects which they enjoy. This is strictly a matter of player preference.

***The Excel Game does not incorporate the Alternate Timing Method. Experience has shown that the tendency in Bowl Bound for the game to produce too many plays compared to real life is largely mitigated by the modification to the Timing Chart included in these rules and the Excel Game – that plays out of bounds are timed at 10 seconds only in the last 2 minutes of the second quarter and the last 5 minutes of the fourth quarter.***

## **VIII. POWER RATINGS**

In the upper right corner of each Offensive Team Chart, in the box above the B and QT columns, appears a number (for example, the number 200 +/- 2 on the 1966 Notre Dame chart, and the number 199 +/- 2 on the 1987 Florida State chart). This is a measure of the strength of the team called its POWER RATING. If the team is playing on its home field, add the +/- number to the base number to arrive at its Adjusted Power Rating. If playing on its opponent's home field, subtract the +/- number from the base number. If the game is played on a neutral field, simply use the base number.

***Note that on the charts copyrighted 1979 and before, as originally published by Avalon Hill, Power Ratings were not printed. Power Ratings for the teams are shown in the Power Ratings and Yardage Factors Chart. The chart provides two different sets of power ratings – one based on the scale developed by Dr. Thomas R. Nicely (in its most recent form), and the other based on a different scale developed by Eddie Mays, the creator of many privately printed Bowlbound charts. Power Ratings using both scales for most privately published charts (Steven Jackson & Donald Grayson, Eddie Mays, Matt Floray) are available on request by emailing the author at***

***[august\\_helmbright@yahoo.com](mailto:august_helmbright@yahoo.com).***

### **1. POINT SPREADS**

First of all the power ratings provide a quantitative method of determining the favored team in a given game. This is done by subtracting the smaller power rating from the larger one; the difference is the POINT SPREAD, the margin by which the team with the higher power rating is favored over the team with the lower power rating. The principal figures are for neutral-field play.

For the home team, add the amounts indicated; for the visiting team, subtract the indicated amounts. The power rating differential determines the spot (point spread). The point spread can be used to put two players on an even basis, regardless of the relative

strengths of their teams. After it is decided which two teams are to play (by schedule, by choice, or by lot), the favorite and the point spread are calculated from the power ratings. The players then choose their respective teams (by mutual agreement, or by rolling the offensive dice for high total) with the following point in mind: IN ORDER TO SCORE A CLEAR-CUT VICTORY, THE PLAYER WITH THE FAVORED TEAM MUST BEAT THE POINT SPREAD: that is, he must not only win, his margin of victory must exceed the point spread. A quantitative measure of the players' performances can be obtained by use of the RATING POINTS explained below.

POINT SPREAD EXAMPLE: 1987 Florida State is playing at 1966 Notre Dame. Florida State's adjusted Power Rating is 197 (199 minus 2), while Notre Dame's is 202 (200 plus 2). Notre Dame is a 5-point favorite.

## 2. RATING POINTS:

When the point spread is in use for a game, RATING POINTS are assigned to each player at the end of the game, depending on the outcome. In the instructions and examples following, Player A is the one coaching the favored team and Player B is the one coaching the underdog.

- i. If the favored team wins by more than the point spread, Player A receives 10 rating points and Player B receives zero.
- ii. If the favored team wins by the point spread or less, each player receives 5 rating points.
- iii. If the two teams tie, Player B receives 10 rating points. Player A receives zero rating points, if the point spread was 10 or less; if the point spread was greater than 10, Player A receives (10-point spread) rating points - a NEGATIVE score.
- iv. If the underdog wins, Player B receives (10 + point spread) rating points. Player A is scored as in the case of a tie, (iii) above.

## 3. CUMULATIVE RATINGS

To make the above system most meaningful, a record should be kept of the number of games played and total rating points earned by each player. For each player, a RATING PERCENTAGE, similar to a baseball batting average, can then be calculated: Rating Percentage = (total Rating Points) divided by (10 X Total Number of Games Played). This is the ultimate measure of your all-around skill at BOWLBOUND

## 4. TRACKING THE FAVORITE

A second use of the point spread is to simulate the “intangibles” and “lucky bounces” of college football, factors which defy statistical simulation but which are of great importance in actual play.

This can be done as follows:

(A) Whenever a team is LEADING the point spread, they are not allowed the Free Wild Card Defense (but may employ the Conditional Wild Card; see Adv. Rule II-1).

(B) Whenever a team is TRAILING the point spread, they are entitled to the Free Wild Card Defense (see Adv. Rule II-1).

(C) If the game score should match the point spread EXACTLY, both teams are entitled to the Free Wild Card Defense.

(D) Note that the Yardage Factor and Wild Card status of a team may change several times in the course of a game, and will often change whenever a team scores.

## 5. POWER RATING RECOMMENDATIONS

IT IS STRONGLY RECOMMENDED THAT WHEN POWER RATINGS ARE IN USE, ADV. RULES II-1, II-2, VIII (especially part 4), and IX (see below) BE EMPLOYED AS A UNIT. This is by far the most effective method for simulating the proper relative playing strengths of the teams, and this is particularly true when older charts are involved.

## IX. YARDAGE FACTORS

Yardage factors simulate the tendency of real-life games to gravitate toward the point spread. There are two Yardage Factor methods.

### Full Feature Method

The yardage factors compensation differential determines the initial yardage factor (percentage) advantage (IYFA) granted to one team over the other. Yardage Factors for each team are printed on the Power Ratings and Yardage Factors Chart. A team's YF advantage is reduced by 4% for each point they are in the lead; alternatively, a team's YF disadvantage is increased by 4% for each point they are in the lead.

EXAMPLE: 1966 Notre Dame at 1940 Stanford. Adjusted power ratings are Notre Dame 198 [that is, 200 base PR minus 2 for playing at the opponent's home field] and Stanford 202 [that is, 200 base PR plus 2 for playing at home]; thus, Stanford is a



4-point favorite. Adjusted yardage factor compensation ratings are Notre Dame 89.5% [98.5% minus 8%] and Stanford 113.5% [105.5% plus 8%]. Thus, at the beginning of the game, Stanford receives a 124% YF [100% plus the excess of 113.5% over 98.5%] and Notre Dame receives 100%. Now suppose Notre Dame takes a 7-0 lead. Then Stanford receives an additional  $7 \times 4 = 28\%$  YF advantage (152% for Stanford and 100% for Notre Dame). On the other hand, if Stanford takes a 7-0 lead, their YF advantage becomes 24% minus  $7 \times 4\%$ , which equals -4%, or a 4% disadvantage. Therefore, the adjusted YFs are then Stanford 100% and Notre Dame 104%.

The general scoring level can be adjusted (if desired) by changing the base yardage factor from 100% to a higher value (for more scoring) or a lower value (for less scoring). To illustrate, if the base yardage factor is changed to 90% in the above example, at the beginning of the game, Stanford receives a 114% YF and Notre Dame receives a 90% YF. A second method for reducing the scoring level is to use part of the yardage factor differential to reduce the disadvantaged team's yardage factor below the base yardage factor; for example, some groups like to use 30% of the differential for this purposes. At the beginning of the game in the example above, under this scheme, Stanford would received 116.8% ( $\text{Base} + 0.7 \times \text{Differential}$ ), while Notre Dame would receive 92.85 ( $\text{Base} - 0.3 \times \text{Differential}$ ). To emphasize the effect of the yardage factors, always round fractional yards toward the 50 yard line.

#### EXAMPLE

*Team A is receiving a 99% yardage factor, has 4th and goal at B's 1, and rolls a 1-yard gain. The gain converts to 0.9 yards, placing the ball at B's 0.01, between the goal and the 1. The ball is spotted at the 1 and B takes over on downs. (If on the other side of the 50, even a 0.01 would round up to 1.) The yardage factor compensation ratings may be adjusted to reflect the style of play of your particular group.*

DO NOT apply yardage factors to any of the following results: (a) negative yardage final results;

(b) penalty results; (c) quarterback sneaks; and (d) special team entries.

Fractional results are always rounded toward the 50 yard line. For example, a Final Result of 2.1 yards is rounded up to 3 yards if the play ends on the offensive player's side of midfield, while a Final Result of 2.9 yards is rounded down to 2 yards if the play ends on the defensive player's side of midfield.

#### Simplified Method

Players familiar with *Paydirt!*, Avalon Hill's game of professional football, may wish to use the method that was in use for *Bowlbound* prior to the creation of the full-feature method described above. This method is very much like the method used in *Paydirt!* In this Simplified Method, yardage factors are applied in a similar manner as in the Full Feature Method, except that there is less variation in yardage factors throughout the game.

Each team is assigned an Upper and a Lower yardage factor. In the case of the *non-Ivy League* teams in the *Bowlbound* Set I (29 teams from the years 1960 through 1970 – these teams are identified on the Power Ratings and Yardage Factors Chart), the Upper Yardage Factor is 125% and the Lower Yardage Factor is 105%. The 3 Ivy League Set I teams (Dartmouth, Princeton and Yale) have an Upper Yardage Factor of 105% and a Lower Yardage Factor of 85%. For the Set II teams (20 teams from 1940 through 1959 and 1971 through 1978), the Upper Yardage Factor is 107% and the Lower Yardage Factor is 87%. All other teams, unless indicated otherwise (certain privately created team charts, particularly those that are not Division I-A), the Upper Yardage Factor is 100% and the Lower Yardage Factor is 80%. Whenever a team is ahead of the Point Spread, it uses the Lower Yardage Factor in all situations for which yardage factors apply (same as in the Full Feature Method). Whenever the team is behind the Point Spread, it uses the Upper Yardage Factor. If the score is exactly equal to the Point Spread, each team uses its respective Lower Yardage Factor. As with the Full Feature Method, the base can be adjusted up or down. For example, if the base is adjusted from 100% to 85%, the Upper and Lower Yardage Factors for the non-Ivy League Set I teams are 110% and 90%, respectively.

***The Excel Game incorporates three options, selected in the YF drop-down list: Full (Full Method), Simple (Simplified Method), and None. The Base drop-down list allows a player using yardage factors to adjust the base yardage factor in increments of 5 percentage points anywhere from 60% to 125%. Many Bowlbound players have found that if the Full Feature Method is used, adjusting the base to 90% produces the most realistic results with most teams in terms of total points scored per game. Even if players generally prefer not to use Yardage Factors, it is strongly recommended that at least the Simplified Method be used when playing a team from Set I against a team from another set, because the older Set I team charts are somewhat “out of balance” with the newer charts.***

***The Power Ratings and Yardage Factors Table is reproduced at the end of this book, immediately following the Priority and Play Selection Charts.***

## BOWLBOUND Legend

# or -# = Number of yards gained or lost

(#) or (-#) = On offense, overrides all defensive results except [#]

(#) or (-#) = On defense, overrides all offensive results except (#) or penalties

A Circle is used on older charts in place of ( ) but the meaning is the same

[#] or [-#] = Defense only, overrides all offensive results except penalties

\* = Play ended out of bounds – for time keeping purposes

† = Same as \*

TD or (TD) or [TD] = Touchdown

DS or -DS = Variable yardage based on dice roll – default value of 6 yards

X or -X = Variable yardage based on dice roll – default value of 12 yards

T0 = Same as X

T1 = Variable yardage based on dice roll – default value of 28 yards

T2 = Variable yardage based on dice roll – default value of 55 yards

T3 = Variable yardage based on dice roll – default value of 83 yards

SOP – Sprint Out Pass, used on the Option Play (Play 5), indicating a re-roll of the offensive dice under Play 7

BLP – Bootleg Pass, used on the Option Play, indicating a re-roll of the offensive dice under Play 8

Off # = Offensive penalty for # of yards

Off R = Variable yardage offensive penalty – default of 10 yards, used on returns only

Off S = Variable yardage offensive penalty – default value of 5 yards

Def # = Defensive penalty for # of yards

Def R = Variable yardage defensive penalty – default of 15 yards – Used on returns only

Def S = Variable yardage defensive penalty – default value of 5 yards

PI # = Pass Interference on the defense at # of yards down the field

F = Fumble

F +# or F -# = Fumble at # of yards down field or behind the line of scrimmage

INC = Incomplete Pass

INT # or INT -# = Interception at # of yards down the field or behind line of scrimmage

B = Breakaway

QR = Quarterback Runs

QT = Quarterback Trapped

NG = No Good – Field Goal use only

BK -# = Kick blocked at # of yards behind line of scrimmage, Field Goals and Punts only

FG or FG\* = Used in the Punt column only, means a shanked Punt. Use FG Column

KO or KO\* = Used in Punt column only, means a long Punt. Use Kickoff Column

Empty white box = no gain or loss

Empty black box = incomplete pass

\* can appear on any offensive play or Punt. Examples:

10\* = 10 yard gain, out of bounds at end of play

T2\* = T2 yard gain, out of bounds at end of play

(-5)\* = -5 yards, out of bounds

\* = No gain, out of bounds

Combinations can be used. For example:

PI X = Pass Interference at X number of yards

F +T1 = Fumble at T1 yards down the field

F -DS = Fumble at DS yards behind the line of scrimmage