

[ [ NATIONAL ROUGHBALL LEAGUE - COMPLETE MANAGEMENT SIMULATION SYSTEM ] ]

### 1. PREMISE AND MECHANICAL FEATURES

> ROUGHBALL is a proto-ball game combining techniques and mechanics from both its Rugby and American Football counterparts, while fixing "flow" issues present in both games, such as: the ban on the "forward pass" established in rugby, the lack of "free punting" the ball in football, plus the entire "yardage" and "downs" system which makes the games harder to watch. However, both sports contain fascinating rulings as well: the playcalling and general strategy implied in american football (serving as the basis for our ROUGHBALL simplified formation system) as well as our ZONE/RUN/BLITZ/PASS system which enhances the familiarity of play. Brought from rugby: the side pass, live ball & kicking mechanics, scrum and general constant scrimmages, PROPER tackling techniques, and field goal penalties granted for unsportsmanlike conducts between teams!

\* ROUGHBALL effectively bridges the gap between strategically calling routes or covers based upon the requirements of the current field, but focusing instead on live ball mechanics & perpetual possession "flippages" ensued during the match!

[ ROUGHBALL SCORING: TRY = 5pts | FIELD GOAL = 3pts | SACK = 2pts | INT = 1 pt ]

## OFFENSIVE AND DEFENSIVE FORMATIONS

	1	2	3	4	5	6	7	8	
A	.	.	.	RB	.	.	.	.	(AWAY Endzone + Goal Post)
B	.	.	.	.	QB	.	.	.	
C	WR	.	.	.	.	TE	.	.	
D	.	.	DE	OT	DT	OG	.	.	(OFFENSE -> DRIVING)
E	.	.	OG	DT	OT	DE	.	.	(DEFENSE -> HOLDING)
F	.	.	.	.	.	.	.	.	
G	.	.	.	SG	.	.	.	.	
H	CB	.	.	.	SG	.	.	LB	
									(HOME Endzone + Goal Post)

## ROUGHBALL STAT & SAVING THROW TABLE

SUIT / PLAY	STATS	SAVING THROW	KEY PERSONNEL (POSITIONS)
♣ CLUBS (ZONE) (Scrimmagers)	TKL (tackling)	STA (stamina)	(DT) d. tackle (LB) linebacker (DE) defensive end
♥ HEARTS (RUN) (Field Generals)	AWR (awareness)	SPD (speed)	(QG) quarterg. (SG) safety (RG) running guard guard
♦ SPADES (BLITZ) (Pitch Guards)	INT (intercpt.)	KCK (kicking)	(OG) of. guard (CB) cornerb. (OT) offensive tackle
◊ DIAMONDS (PASS) (Air Raiders)	PAS (passing)	CAT (catching)	(WB) wide back (SG) safety (TB) tight back guard

## SPECIAL MOVES & SIGNATURE PLAYBOOK (JKR ENFORCEMENT)

SUIT	SPECIAL MOVE	EFFECT
Clubs	Ruck	Scrimmage. Immediately play goes stale.
Hearts	Stiff Arm	Force Move. Advance regardless of clash.
Spades	Punt	Ball strip becomes offensive punting!
Diamonds	Juke Step	Perfect Ankle Breaker. Reached Endzone!

\* PLAYS driven can be STORED into a team's PLAYBOOK, the # of plays determined by current rank.

- Allows coaches to callout SIGNATURE PLAYS on any JKR drawn (engaging a SLOT #, without further cards).

### 2. PLAY CYCLE & POSSESSION

\* PHASE I: THE AUDIBLE

- Players reveal their plays simultaneously.
- Formation: Set based on suit and current position (Neutral/Offense/Defense)
- Possession: Hearts/Diamonds = Offense. Clubs/Spades = Defense.

\* PHASE II: THE CLASH (D66)

- Calculate Hits based on Rank Success Window. Stats only affect TIE-BREAKERS!
  - I. Unranked Rookies: 1 Success Window | 1 DIVISION FLOOR STAT (Unranked Prospect)
  - II. Backyard Amateurs: 1-2 Success Window | 2 DIV FLOOR STAT (D4 Amateur)
  - III. High School Pros: 1-3 Success Window | 3 DIV FLOOR STAT (D3 Pro)
  - IV. College Superstars: 1-4 Success Window | 4 DIV FLOOR STAT (D2 Superstar)
  - V. National Legends: 1-5 Success Window | 5 DIV FLOOR STAT (D1 Legend)

\* SKILL POINTS follow division promotions: calculate total SKILL POOL based on (ROSTER ☆ BONUS // 2).

\* Leagues like the IRBL focus on a HIT/MISS system reliant on EVEN/ODD calculations.

- \* PHASE III: RESOLUTION
  - Clean Win: Highest hits wins. Play advancement or conversion.
  - The Stale: Hits match. Proceed to "THE BREAKER".
  - Dual-Split: Both roll [1 Hit / 1 Miss]. Trigger D4 Complication!
  - Fumble (XX): Both roll [0 Hits]. Ball is live! RE-AUDIBLE!.

### ### 3. THE BREAKER (STAT-BASED STALEMATE SCRAMBLER)

- \* Rule: Only add card values if primary stats are equal.
  1. Compare Primary Stats: Higher stat wins the tie-breaker.
  2. Card Value Addition (If stats are equal): [Primary Stat] + [Card Value].
    - 2-10: Face Value
    - J: 11 (Feint Play / T Formation)
    - Q: 12 (Side Pass / Y Formation)
    - K: 13 (Kick Pass / V Formation)
    - A: 14 (Spread Form)
    - JKR: 15 (SPECIAL MOVES TABLE! when combined with specific SUIT.)
  3. Final Saving Throw: If still tied, compare Saving Throw rolls + outcome.
- SOMEHOW STILL TIED? Draw a new RE-AUDIBLE PLAY for a clean tie-breaker!

### ### 4. D4 COMPLICATIONS (DUAL-SPLIT MISS TABLE)

- \* Logic: Lower Saving Throw ROLL (BASE ST + ROLL d6) results in being offender/offendee.
  - [1] SACK (Check SPD): Instant posession FLIP + 2 pts for "sacker".
  - [2] OUT OF BOUNDS (Check CAT): Reset play to NEUTRAL.
  - [3] PENALTY (Check STA): Personal Foul triggers Field Goal: +3pt.
  - [4] INTERCEPTION (Check KCK): Instant possession FLIP for live play + 1pt.

### ### 5. ROUTE & COVER REFERENCE (#2-10)

VALUE	ROUTE (DRIVE ♥/♦)	COVER (HOLD ♦/♣)
2	Dig	Cover 2
3	Hitch	Cover 3
4	Curl	Cover 4
5	Mesh	Nickel
6	Slant	Dime
7	Swing	Quarter
8	Stick	Stacks
9	Long	Slot
10	Handoff	Man 2 Man

\* K = KICK BASED ON SUIT: C = DEFENSIVE PUNT | H = SELF-KICK | S = OFFENSIVE PUNT | D = KICK-PASS  
 [ J = FEINT PLAY | Q = SIDE PASS | K = KICK PASS | A = SPREAD FORM | JKR = SPECIAL! ]  
 [ (T FORMATION) | (Y FORMATION) | (V FORMATION) | > CALL SIGNATURE PLAYS OR MOVES ]

### ### 6. NRBL WEEKLY SCHEDULE & MANAGEMENT

> WEEKLY ACTIVITIES: serve as roleplaying events and general structure for a team:

[MEDIA monday|TRAINING tuesday|STUDY wednesday|BY thursday|HS friday|CL saturday|NL sunday]

1. MEDIA MONDAY TABLE: 1. Press Conference / 2. Radio Interview / 3. Live Show / 4. News Article  
 - Weekly, an event triggers a d4-1 PENALTY on any given STAT: (1. TKL | 2. AWR | 3. INT | 4. PAS)
2. TRAINING TUESDAY DRILLS:  
 BASE STATS -> ♦: Rush Tackles / ♥: Box Snaps / ♣: Pursuit Tackling / ♦: Shuffle Passing  
 SAVING THROWS -> ♦: Scrum Locks / ♥: Carrier Sprints / ♣: Post Kicking / ♦: Contested Catching  
 - Weekly, select a different drill to work on: adding temporary d4-1 BONUS to selected STAT or ST! (+0-3)
3. STUDY WEDNESDAY TABLE: 1. Blackboard Lecture / 2. Film Review / 3. Play Calling / 4. Rivalry Simulation  
 - Weekly, studying provides a d4-1 BONUS on any given SAVING THROW: (1. STA | 2. SPD | 3. KCK | 4. CAT)
4. BACKYARD THURSDAY: engage in D-4 "Backyard Amateur" matches between neighbourhoods!
5. HIGH SCHOOL FRIDAY: engage in D-3 "High School Pros" matches between schools!
6. COLLEGE SATURDAY: engage in D-2 "College Superstars" matches between universities!
7. NATIONAL SUNDAY: engage in D-1 "National Legend" matches between regional blood-rivals!

#### ## NRBL SEASONAL SCHEDULE

[W1 - W2 - W3] ---> [W4 - W5 - W6] ---> [W7 - W8 - W9] ---> [W10 - W11 - W12]  
 [ PRE-SEASON                   REGULAR SEASON                   PLAYOFF SEASON                   OFF-SEASON ]  
 - studies + drilling   - 2 games per week   - 1 game per week   - draft day  
 - divisional: f vs. e - conference standings   - final elimination   - team rosters  
 \* LINEAGE QUALIFIERS   \* FRANCHISE CARNAGE   \* CARDINAL KINGS   \* BAD-BLOOD CHAMP RING! ☺

[ ROUGHBALL ERAS: Old Timey | Golden Age | Millenium | Pandemical ] -> Roleplaying "Flavors"

[ CLUB HIERARCHY: GM: "General Manager" | COACH: "Playmaker & Analyst" | TEAM: "Pawns & Rooks" ]

\* ROOKIES -> UNRANKED: "free agents" that can become draft picks. (X SEASONS = +1 RANK)

## THE DRAFT  
\* DRAFT DAY allows a GM to fill up 4 ROSTER SPOTS (1 per suit) w/ 4 CARD PICKS + d6-1 STARS!  
- STAR QUALITY grants (+★-1) STAT BONUS for SUIT SKILL POOL thru contract! (trades always possible...)  
- 8-MAN STARTER/4-MAN BACKUP (4 ROSTER SPOTS available after 1st season: INCOMING & OUTGOING trades)  
\* FULL TEAM DRAFT available for brand new franchises or assembling international tournament rosters!  
> Draw 8 cards to determine each position throughout the roster, according to the following table:

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX > NEUTRAL POSITIONAL ROSTER PER SUIT:					
A	B	C	D	[CARD SUIT]	TOP   BOTTOM   CORNER   FIELD DESIGNATION
.	OG	QG	WB	♣ CLUBS	(DT)   (DE)   (LB)   SCRIMMAGE LINE (A)
.	.	.	.	♥ HEARTS	(QG)   (RG)   (SG)   BACK FIELD (C)
.	.	.	.	♠ SPADES	(OG)   (OT)   (CB)   PITCH PURSUIT (B)
.	.	.	.	♦ DIAMONDS	(WB)   (TB)   (SG)   CORNER ROUTES (D)

\* NUMBERS 2-10 = BOTTOM position player based on suit.  
\* FACE = TOP position player based on suit.  
\* JKR = CORNER position player based on suit + number / otherwise... SPECIAL PLAYER PULL!  
- JKR PULLS trigger 2nd card draw, determining position for drafted player (corner or dual threat).  
> "ONE LAST RIDE" is a veterancy contract offered as a "retirement delay" to vets w/ over 9 seasons!  
\* CONTRACTS grant STARS to roster players after completing the # of contractual seasons agreed.  
- [D4: 1 YEAR, 0 STARS | D3: 2 YEARS, +1 STAR | D2: 3 YEARS, +2 STARS, | D1: 4 YEARS, +3 STARS]

\* Allows player to become DUAL THREAT or double position VETERAN due to accumulated training camps.  
> DUAL POSITION VETERAN ARCHETYPES (determined by drawn cards after earned JKR):  
1. PITCH GENERAL (♣ + ♥): kicking + playcalling -> JKR + JESTER (ANY)  
2. WING BACKER (♣ + ♦): scrimmage + reception -> JKR + RED QUEEN  
3. FIELD RAIDER (♥ + ♦): handovers + routes -> JKR + RED ACE  
4. SCRUM GUARD (♣ + ♠) : rucking + punting -> JKR + BLACK ACE  
5. AIR PITCHER (♦ + ♠): catching + goaling -> JKR + KING (ANY)  
6. TACKLE CARRIER (♣ + ♥): scrum + ball protection -> JKR + BLACK QUEEN  
\* BONUS: [JKR + JKR = pick any DUAL THREAT VETERAN position available!]

## NRBL DIVISIONAL TEAMS AND FRANCHISES (FOUNDING / EXPANSION)  
[National Legends | College Superstars | High School Pros | Backyard Amateurs | Unranked Rookies]

(D1: PRO-LEAGUE)	(D2: COLLEGE)	(D3: HIGH SCHOOL L.)	(D4: BACKYARD LEAGUE)
LIONS/PANTHERS	Wildcats/Jaguars	Lynx/Tigers	Cougars/Bobcats
VIKINGS/SAINTS	Celtics/Monks	Warriors/Friars	Maulers/Preachers
FARMERS/STALLIONS	Cattle/Mustangs	Hillbillies/Broncos	Rednecks/Colts
SHARKS/STINGRAYS	Hammerheads/Dolphins	Gators/Seals	Marlins/Squids
PATRIOTS/ROYALS	Colonels/Knights	Admirals/Ambassadors	Sentinels/Legionnaires
EAGLES/SEAHAWKS	Crows/Pelicans	Ravens/Skimmers	Vultures/Talons
BEARS/SCORPIONS	Bruins/Spiders	Grizzlies/Stingers	Cubs/Snakes
PIRATES/SURGERS	Raiders/Chargers	Bandits/Volts	Outlaws/Hurricanes

# BONUS SECTION: NRBL STATS FOR PRO-LEAGUE FRANCHISES (♥ THE HEARTLAND)

\* NORTH CONFERENCE:

- Mountain LIONS 🏔️ (♣: 8 ♥: 4 ♠: 7 ♦: 6) [Mountain Rugged]
- Greenland VIKINGS 🏴️👑 (♣: 6 ♥: 7 ♠: 8 ♦: 4) [Land Raiders]

\* SOUTH CONFERENCE:

- Southern FARMERS 🚜👷 (♣: 8 ♥: 7 ♠: 6 ♦: 4) [Southern Hostility]
- Coast SHARKS 🐟🦈 (♣: 7 ♥: 5 ♠: 8 ♦: 5) [Tide Predators]

\* EAST DIVISION:

- City PATRIOTS 🎖️🚩 (♣: 6 ♥: 5 ♠: 5 ♦: 9) [Founding Fathers]
- Eastern EAGLES 🕒🦅 (♣: 5 ♥: 9 ♠: 6 ♦: 5) [Birds of Prey]

\* WEST DIVISION:

- Western BEARS 🕒🐻 (♣: 7 ♥: 7 ♠: 6 ♦: 5) [Bruiser Brawlers]
- Beach PIRATES 🌴🏴 (♣: 5 ♥: 8 ♠: 6 ♦: 6) [Treasure Looters]

\* NORTH CONFERENCE (Expansion):

- Pike Brown PANTHERS 🏔️🐆 (♣: 8 ♥: 5 ♠: 7 ♦: 5) [Peak Predators]
- Green Hill SAINTS 🏔️⚜ (♣: 7 ♥: 5 ♠: 9 ♦: 4) [Heaven's Gate]

\* SOUTH CONFERENCE (Expansion):

- Countryside STALLIONS 🐄🌿 (♣: 7 ♥: 8 ♠: 6 ♦: 4) [Country Work]
- Southern STINGRAYS 🐟🐠 (♣: 6 ♥: 5 ♠: 8 ♦: 6) [Coastal Speed]

\* EAST DIVISION (Expansion):

- Eastern ROYALS 🎖️📘 (♣: 5 ♥: 5 ♠: 6 ♦: 9) [Elite Passing]
- Lake Brown SEAHAWKS 🕒🐬 (♣: 5 ♥: 9 ♠: 6 ♦: 5) [Pure Awareness]

\* WEST DIVISION (Expansion):

- Red Desert SCORPIONS 🦸‍♂️ (+: 7 ♡: 6 ♣: 5 ♠: 7) [Arid Desert]
- Western SURGERS ⚡️ (+: 4 ♡: 7 ♣: 6 ♠: 9) [Tsunami Build]

ROUGHBALL D88 CARNAGE COORDINATES								
DIE A (Home)	1:PANTH	2:SAINT	3:STALL	4:RAYS	5:SEAHAA	6:ROYAL	7:SCORP	8:SURGE
1: LIONS	[1,1]*	[1,2]	[1,3]	[1,4]	[1,5]	[1,6]	[1,7]	[1,8]
2: VIKINGS	[2,1]	[2,2]*	[2,3]	[2,4]	[2,5]	[2,6]	[2,7]	[2,8]
3: FARMERS	[3,1]	[3,2]	[3,3]*	[3,4]	[3,5]	[3,6]	[3,7]	[3,8]
4: SHARKS	[4,1]	[4,2]	[4,3]	[4,4]*	[4,5]	[4,6]	[4,7]	[4,8]
5: EAGLES	[5,1]	[5,2]	[5,3]	[5,4]	[5,5]*	[5,6]	[5,7]	[5,8]
6: PATRIOTS	[6,1]	[6,2]	[6,3]	[6,4]	[6,5]	[6,6]*	[6,7]	[6,8]
7: BEARS	[7,1]	[7,2]	[7,3]	[7,4]	[7,5]	[7,6]	[7,7]*	[7,8]
8: PIRATES	[8,1]	[8,2]	[8,3]	[8,4]	[8,5]	[8,6]	[8,7]	[8,8]*

\* = Direct Geography Rivalry (Maximum Bad Blood)

# HISTORICAL RANKINGS PER FRANCHISE/ERA

ERA	#1 CHAMPIONS	#2 RUNNER UP	#3 WILDCARD	#4 REVELATION	DISGRACEFUL!
OLD TIMEY	Patriots 🏴‍☠️	Bears 🐻	Vikings 🛡️	Lions 🌿	SAINTS 🌿
GOLDEN AGE	Pirates 🏴‍☠️	Panthers 🐂	Eagles 🐻	Farmers 🚜	SCORPIONS 🦸‍♂️
MILLENIUM	Saints 🌿	Seahawks 🐟	Scorpions 🦸‍♂️	Stallions 🐂	BEARS 🐻
PANDEMICAL	Lions 🌿	Surge ⚡️	Royals 🎉	Sharks 🐟	STINGRAYS 🐟

# FOUR NATIONS TOURNAMENT - ROUGHBALL WORLD CUP (IRBWC)

> INTERNATIONAL ROUGHBALL WORLD CUP events are held every 4 years (has to be a gap year!), where 4 GLOBAL NATIONS face each other in a bloody tournament to determine an actual RB WORLD CHAMP!

[UNITED SOUTH ♣] - [THE HEARTLAND ♡] - [PROMISED LAND ♠] - [NORDIC ELITE ♠]  
 (LEOPARDS) (FALCONS) (KANGAROOS) (DRAGONS)  
 (+: 10 ♡: 8 ♣: 7 ♠: 5) | (+: 6 ♡: 10 ♣: 6 ♠: 8) | (+: 8 ♡: 7 ♣: 10 ♠: 5) | (+: 6 ♡: 5 ♣: 9 ♠: 10)

[YEAR 1] -> HOST NATION must be determined, based on previous 4th place international disgrace!

[YEAR 2] -> ELITE ROSTER must be drafted, w/ 8 playing positions p/ team to fill their structure.

[YEAR 3] -> BOOT CAMP season focus: roster depth, drills, playbook design + media expectation!

[YEAR 4] -> TOURNAMENT YEAR takes place and follows a tight schedule:

[W1 - W2 - W3] ---> [W4 - W5 - W6] ---> [W7 - W8 - W9] ---> [W10 - W11 - W12]	PLAYOFF SEASON	OFF-SEASON ]	
[ PRE-SEASON	REGULAR SEASON		
- civil wars	- tactical cross	- role reversal	- final blowout
* clubs vs. spades	* hearts vs. spades	* clubs vs. hearts	* winner vs. winner (🏆/🥇)
* hearts vs. diamonds	* diamonds vs. clubs	* spades vs. diamonds	* loser vs. loser (🥈/🏅)

# GLOBAL NATIONS CLUB CROWN - OVERSEAS LEAGUE WIPEOUT (GNRBCL)

> GLOBALIZED ROUGHBALL CLUB LEAGUES are present in virtually every region around globe!

\* CARDINAL POINTS throughout every nation have locally-owned teams present and actively competing.

- ONLY BEST 8 TEAMS from each nation can participate from the qualifier matches every two years!

[YEAR 1] -> REGIONAL TOP-4 must be determined from each cardinal division (N, S, E, W) for a nation.  
 [YEAR 2] -> HEMISPHERIAL BRACKETS set up for the qualifying 16 clubs, proceeding to K.O. ELIMINATION!

\* DUEL WINNER 🤰 = TAKES THE CROWN! / LOSING HEMISPHERE 🌎 = HOSTS NEXT CUP!

# CLUB TEAM NAMES AND LOGOS PER REGION (\* F = FOUNDING / E = EXPANSION)

♀ UNITED SOUTH	♀ PROMISED LAND	◊ NORDIC ELITE
NF: CARANCHOS Norteños 🦸‍♂️	NF: Dagestani Mtn. GOATS 🐐	NF: Swiss Alps OWLS 🐊
NE: YACARÉS del Iguazú 🐒	NE: Vietcong VIPERS 🐍	NE: NN Territorial POLARS 🐻
SF: PUMAS de los Andes 🐂	SF: Sahara Desert CAMELS 🐫	SF: Haiku Town PANDAS 🐼
SE: PINGÜINOS Patagónicos 🐧	SE: South Canal CROCODILES 🐊	SE: Nordic River SEALS 🐊
EF: CARPINCHOS del Estero 🦸‍♂️	EF: Al Arab Dunes RHINOS 🐘	EF: Notting Hill HOUNDS 🐕
EE: VIZCACHAS Pampeanas 🐈	EE: Gizeh Pyramids GIRAFFES 🐩	EE: Kraine Hamlet CRANES 🐦
WF: YAGUARETÉS de Yunga Amazão 🐐	WF: Zulu Nation ZEBRAS 🐪	WF: Roman Coast WOLVES 🐺
WE: ORCAS Atlánticas 🐳	WE: Camerun Mines ELEPHANTS 🐘	WE: Leningrad Front FOXES 🐺