

BOWL BOUND PRIORITY CHART													TIMING CHART:			
DEFENSIVE PLAY RESULTS													If a play falls under more than 1 type, use the shortest time.			
	#	-#		(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #				
OFFENSIVE PLAY RESULTS	# or B	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		PLAY	TIME (in seconds)
	-#	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		All running plays and completed passes	30
	(#)	(#)	(#)	(#)	OFF. (#)	(#)	[#]	[-#]	(TD) [TD]	(#)	(#)	(#)	(#)	(#)	Plays involving, or followed by, a change of possession	10
		ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		All plays which result in a first down	20
	TD	TD	TD	TD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		All plays involving a penalty (even if not accepted)	10
	QR	ADD	ADD	ADD	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		Incomplete passes	10
	QT	QT	QT	QT	(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		Plays followed by a timeout	10
					(#)	(-#)	[#]	[-#]	(TD) [TD]	QR	QT	INT #	F #		Plays Out of Bounds	10*
	INT #	INT #	INT #	INT #		INT at < #		INT at < #		QT	INT #	INT at < #	INT #	INT #	All scoring plays	10
	F #	F #	F #	F #	F at DEF #	F at < #	F at DEF #	F at < #	F DEF EZ	F #	F #	INT #	F at < #	F #		
SOP BLP	If the Option Play results in an SOP or BLP, the defensive result is automatically overruled, unless the Wild Card Defense is in use. Offense rolls again and consults Play 7 or Play 8 for the Final Result of the Play.												Touchbacks	10		
PEN	OFF, DEF & PI Penalties always take priority over all Defensive Results												Kickoffs not returned	0		
KICKOFF SELECTION				DEFENSIVE FORMATIONS												
DEEP		SQUIB		ON SIDE		A	B	C	R (Optional)			All Extra Point Attempts		0		
						D	E	F	P (Optional)			There is no Two-Minute Warning in College Football		0		
OFFENSIVE PLAY (AND DEFENSIVE WILDCARD) SELECTION										Q (Optional)		*Applicable only during the last 2 minutes of the 2nd quarter and the last 5 minutes of the 4th quarter. At all other times, ignore the Out of Bounds designation on all non-kicking plays.				
1		2		3		4		5		6						
7		8		9		QB Sneak			RZDZ							

CHART LEGEND				SQUIB KICKOFF RETURN	
-#	# Of Offensive Yards Lost. PAT Attempt Fails	DS	Variable Yards Gained - Direct Sum of Off Dice		
(-#)	Defense - Forces # of Yards Lost Upon Offense	X	Variable Yards Gained - 40 minus Off Dice Total		
[-#]	Defense - Forces # of Yards Lost Upon Offense	T1	Variable Yards Gained - Roll Off Dice for Total	# on dice	Squib KO Return
QT	Quarterback Trapped	T2	Variable Yards Gained - Roll Off Dice 2 Times		
INT #	Intercepted Pass # of Yards Downfield	T3	Variable Yards Gained - Roll Off Dice 3 Times		
F #	Fumble # of Yards Downfield	PI #	Defensive Pass Interference Pen # yds Downfield	10	
BK -#	Blocked Kick. Ball Rolls # of yds Behind Line	DEF #	Defensive Penalty # yds Downfield	11	22
FG	Shanked Punt. Use Field Goal Column For Yardage	OFF #	Offensive Penalty # yds Downfield	12	20
NG	Field Goal or Extra Point Attempt Fails		Incomplete Pass	13	6
W	Team Allowed Use of Wild Card Defense		No Gain. No Change	14	DEF 15
FBO	Team Entitled to Free Block Option	QR	Quarterback Runs	15	OFF 15
SPBO	Team Entitled to Free Block Option	SOP	Sprint-Out Pass Play	16	21
-DS	Variable Yards Lost - Direct Sum of Off Dice	BLP	Bootleg Pass Play	17	23
-X	Variable Yards Lost - 40 minus Off Dice Total	#	Extra Point Attempt Good	18	24
#	# of Off Yards Gained. # of Yards Kick Travels	*	Play Out Of Bounds. Punt Not Returned	19	B
(#)	Defense: Allows Run or Pass for # of Yards	†	Same as *	20	4
(#)	Offense: Forces Offensive Gain for # of Yards	KICKOFF OPTIONS (basic rules)		21	17
[#]	Defense: Allows Run or Pass for # of Yards	SQUIB: Ball travels 40 yards. Receiving team rolls offensive dice and consults Squib Kickoff Return Column at right for return yardage.		22	5
B	Breakaway	ONSIDE: Ball travels 12 yards. Kicking Team rolls offensive dice. Kicking Team recovers on totals of 13-20, inclusive. Receiving Team recovers on any other dice total. No Return or Advance allowed.		23	7
TD	Touchdown			24	8
(TD)	Defense Allows Run or Pass for Touchdown	25	13		
[TD]	Defense Allows Run or Pass for Touchdown	26	F +10		
KO	Booming Punt. Use Kickoff Column For Yardage	27	16		
KICKOFF SELECTION TABLE (advanced rules)				28	3
RT's Choice	KT's Choice			29	1
	DEEP	SQUIB	ONSIDE	30	18
DEEP	Kickoff = Chart Return = Chart	Kickoff = 25 + T1 Return = X	Kickoff = X KT recovers on 10-19 and 34-35	31	14
				32	9
				33	11
SQUIB	Kickoff = Chart Return = Chart - 8 yards (not to exceed 30 yards)	Kickoff = 25 + T1 Return = Chart (not to exceed 40 yards, except TD)	Kickoff = X KT recovers on 10-19 and 34-35	34	10
				35	10
				36	12
ONSIDE	Kickoff = Chart Return = Chart - 15 yards (not to exceed 20 yards)	Kickoff = 25 + T1 Return = DS	Kickoff = X KT recovers on 10-19	37	15
				38	19
				39	2