

# Card Bowl - Playing Card Football

Copyright © 2006 by Scott Crawford, [scott@cardbowl.org](mailto:scott@cardbowl.org) • [www.cardbowl.org](http://www.cardbowl.org)  
Version 2.0 (release date January 3, 2009)

Card Bowl reproduces the game of football (American) using standard playing cards. The game balances strategy and chance, and almost anything that happens in a real football game can happen in Card Bowl, including kickoffs, runs, passes, sacks, fumbles, interceptions, punts, and field goals. The game is played with three standard 52-card decks.

## Contents

Introduction . . . . .	2
Notes on the Rules . . . . .	3
Basic Rules . . . . .	4
Game Clock . . . . .	5
Scrimmage Plays . . . . .	8
• Rushing Play . . . . .	9
• Passing Play . . . . .	10
Special Teams . . . . .	11
• Kickoff . . . . .	11
• On-Sides Kick . . . . .	12
• Punt . . . . .	13
• Field Goal . . . . .	15
• Try (Point After TD) . . . . .	16
• Free Kick After Safety . . . . .	16
Open-Field Run . . . . .	17
Fumble . . . . .	18
Abbreviations . . . . .	20
Example of Play Notes . . . . .	21

## ***Introduction***

Play is based on NFL football rules, which are not explained in these rules. An assumption is made that the reader understands NFL rules, and will use the card game rules in this framework. Consult the official NFL rules to resolve game play questions (<http://www.nfl.com/rulebook>).

Card Bowl version 2 is a simplified version of the original Card Bowl. The special teams plays are essentially the same, though slightly simplified. Scrimmage plays follow the same basic principles as the original, but are much less complicated to learn and play. The simplified version replicates fewer aspects of actual football play, but still maintains the basic strategy of play calling. Penalties also have been removed. It is recommended to learn Card Bowl using the simplified, version 2 rules, and then once the basic method of play is understood, the original complex rules which replicate many more aspects of football will be easier to learn and understand.

## **The Basics**

### **Special teams plays**

Cards representing different values are simply drawn in a certain order, and modifiers applied to determine results (e.g. distance of punt and yardage returned).

### **Scrimmage plays**

Each player places four cards face down representing players. The cards are all turned face up, and the offense chooses which card/player the play goes to based on the type of play he wants to run and the most advantageous matchup. Additional cards are then drawn from the Draw Deck and added to each player's side of the matchup. Cards involved in the play are then added along with drawn cards, and the offensive and defensive values are compared to determine the outcome. Fumbles, sacks, incomplete passes and interceptions can occur.

## **Notes on the Rules**

*Examples are given in italics.*

Explanations of how the rules are designed to correspond with real football, or strategy tips, are given in blue.

It is recommended that new players skim through the rules entirely at the beginning in order to get the gist of the game play, and then begin to play and refer to the relevant sections as needed.

I am not a hardcore football statistician, so I have tried to make the rules more or less reflect reasonable possibilities based on my sense of the game.

This game is currently a work in progress with limited testing, so I'm looking for players who can test the game and provide feedback for improvement.

Is the game too complex, or parts hard to understand, or is there some inconsistency?

Do you have suggestions to simplify it or clarify it, or make it more reflective of real game play, statistically or otherwise?

And most importantly: Is it fun?

Let me know: [scott@cardbowl.org](mailto:scott@cardbowl.org)

## **Basic Rules**

Number of players: Two

### **The Decks**

Use three standard 52-card playing card decks.

Each team has its own deck of cards (of course team playing cards would be ideal). A third deck is used as the neutral Draw Deck.

For each play from scrimmage, each player selects four cards from his own deck. After each play, these four cards are placed in that player's used card pile, and can't be used again until the deck is exhausted. Thus the entire deck is used in 13 plays. Then each player starts over with a whole deck. In this way, over the course of the game each player has the same total value of cards to use, and must choose when and where to use their low, middle and higher value cards. There is no chance involved in this aspect of the game. Getting the best initial matchup for the offense, and avoiding a bad matchup for the defense, is a matter of basic play-calling strategy.

After each play, the drawn cards are put back into the Draw Deck, and it is shuffled before the next play. The Draw Deck represents the element of chance with how each play unfolds.

Use a piece of paper to keep track of play results, down, score, etc. (see example at end). Some form of field can also be devised and a marker moved as play outcome indicates to mark field position. A cribbage board can also be used (see final page of rules for more details). Dice can also be used to mark the down and clock.

Coin toss: use a coin. (Or to use the cards, "Home team" calls red or black and cuts card, or both players cut for high card or low card, just agree ahead of time.)

A "hand" consists of 4 player cards from each team's respective deck that are spread and played in formation on a table.

A "draw" consists of turning over the top card from the Draw Deck. Since the order is specified, either team may draw a card, but it is recommended that each draw the cards that count for that team.

### **Card value:**

A-10 = face value

J = 11

Q = 12

K = 13

Open-Field Run (OFR) Draw Value is card value minus ten (J = 1, Q = 2, K = 3).

## **Game Clock**

There are simple and complex approaches to keeping time. The simple methods don't as much reflect the true clock dynamics of a game; the complex is more accurate and realistic but takes more effort to keep track of. One of the simple methods is recommended while learning the game.

Players should agree beforehand which version of time keeping they will use.

They may also agree to limit timing so a game takes less real time to play.

### **Simple Timing 1**

The easiest method of timing is to simply play a set number of plays, agreed beforehand. The average in the NFL (as best as I can determine, at least) is about 31 scrimmage plays per quarter, or about 36 total plays per quarter including special teams plays, so just use one of those unless both players agree otherwise.

### **Simple Timing 2**

Each type of play uses up a set amount of time on the clock, in 5-second intervals.

Plays that stop the clock use 1 interval (5 seconds), and plays that don't use 8 intervals (40 seconds).

1 interval	Incomplete Pass, Field Goal, Try, any change of possession (Kickoff, Fumble, Interception)
8 intervals	Rushing Play, Complete Pass

In the last two minutes of the first half or the last five minutes of the second half, the offense may forfeit an open-field run draw (including the automatic initial one on a pass play) to go out of bounds and stop the clock.

Players can use 3 timeouts per half to stop the clock.

Clock stops at two-minute warning in each half, and at the end of each quarter.

Simply keep track of 5-second intervals. There are 180 intervals per quarter. For example, make a 12 x 15 grid and mark off boxes to keep track – each line is 1 minute. Or use 5 six-sided dice, the first three representing minutes, and the second two representing 5-second intervals.

Or just write the game time at the end of each play next to the yardage.

## Complex Timing

A more complex method is offered for keeping track of time that more realistically reflects true game dynamics, and makes the clock a factor in play strategy like a real game.

Time is kept in 5-second intervals.

It is recommended to use a grid paper and mark off a section that is 12 units wide and 15 units high. Each line represents one minute of game time, and the grid represents a quarter. A mark can be placed in each box as time is expended.

As an alternative method, use 5 six-sided dice, the first three representing minutes, and the second two representing 5-second intervals.

Or the time remaining can simply be noted at the end of each play, and the time that runs before the start of the next play.

### The Play

- Any regular play uses 1 interval.
- If there is an open-field run at the end of the play, including after a fumble recovery, it uses 2 intervals (but not including the initial automatic run-after-catch draw in the Passing Play, only if there is an open-field run after that).
- Any play that goes more than 25 yards (including interception return) uses 2 intervals.
- Tries (extra points after touchdowns) use no time.
- Field Goals and Two point conversions use 1 interval.
- Kickoffs with no return (touchback) use no time; with returns use 1 interval; with open-field run after the initial return use 2 intervals.
- Punts with no return use 1 interval; with returns use 2 intervals.

### Between Plays

If the clock is not stopped at the end of play, the clock continues to run between plays with the offense choosing to use up between 2 and 8 intervals before the next play. If the offense fails to indicate how much time they are using on the clock before the snap, a default of 7 intervals (35 seconds) is used.

As in football, this means the team in possession of the ball has a great deal of control over the clock, and can either run out the time or use it sparingly with a hurry-up offense.

### Stopping the Clock

A QB can ground the ball to stop the clock with no intervals taken off. This normally takes 1-2 seconds off the clock, but since clock is in 5-second intervals the play basically uses a down to stop the clock. There is no need to deal hands if the offense intends this play.

Incomplete pass: the clock stops at end of play.

The clock is stopped following a change of possession (kickoff, punt, turnover).

Special clock rules used only during the last two minutes of the first half and last five minutes of the second half:

- Going out of bounds
  - On any scrimmage play, if the last offensive card drawn is the same suit as the ball carrier, the play ends by going out of bounds and stops the clock.
  - At the end of any scrimmage play with an open-field run (including the initial automatic draw at the end of a Passing Play), the offense may choose to try to run out of bounds instead of taking an open-field run draw. The draw is still taken, but the yardage is not counted. If the draw is the same color as the ball carrier, he successfully goes out of bounds, if not then he is not able to get out of bounds. This may be done as long as there is an open-field run draw remaining, and may be done for multiple draws (*for example, at the end of a pass play, a player may elect not to draw for an open-field run and instead try go out of bounds; or a player could draw one card to try to get a first down, and if it is a Q, then elect to use both extra draws to try to go out of bounds instead of gaining extra open-field run yardage*).

The clock stops after the play when the clock crosses the two-minute warning in each half.

The clock stops at the end of each quarter.

Each team has three timeouts per half that can stop the clock after a play.

## **Scrimmage Plays**

The offense places the four cards face down in a row.  
Separate the two outside cards from the two inside cards.

| |      | | | |      | |

Outside cards represent pass, inside cards represent runs. (These can be seen to represent skill players--WRs & RBs).

Alternately, the offense can put three of even four cards outside, representing 3 or 4 WR sets.

3 WR set

| | | |      | |      | |

4 WR set

| | | |      | | | |

Defense places one card from his deck face down opposite each card of the offense.

| D| | D|      | D| | D|

| O| | O|      | O| | O|

Each side then turns all four cards face up.

Offense then chooses which card to run the play to based on the desired type of play and the most advantageous matchup.

The face down phase can represent the personnel on the field, and the face up phase can represent the QB making an audible call or running an option play based on what the defense presents.

## Rushing Play

All draws are made from the neutral Draw Deck.

The offense draws one card (O2) and places it on top of one of the RB cards (O1).

The defense draws one card (D2) and places it on top of the matched up card (D1).

Yards gained = Add the two offensive cards, subtract the two defensive cards, and divide by two.

$$\text{Yards gained} = ((O1 + O2) - (D1 + D2)) \div 2$$

If yardage is negative, divide result by two again for yardage lost on the play (TFL).

$$\text{If } (O1 + O2) < (D1 + D2) \text{ then TFL} = ((O1 + O2) - (D1 + D2)) \div 4$$

### Open-Field Run

If the offense draws a face card that is higher than the defensive draw, this represents breaking through to the second or third level of the defense for an Open-Field Run (OFR).

Use OFR Draw Value (J = 1, Q = 2, K = 3) of the two drawn cards (O2 and D2); offense minus defense = initial number of open-field run draws.

$$\# \text{ of OFR draws} = O2 - D2 (\text{OFR Draw Value})$$

*For example, if the offense draws a K and the defense draws a non-face card, the offense would get 3 initial open-field run draws. If the offense draws a K and the defense draws a J, the offense would get 2 initial open-field run draws. If the offense draws a K but the defense also draws a K, the offense would get no open-field run draws.*

Proceed to Open-Field Run rules.

### Fumble

If either drawn card (O2 or D2) is the **Ace of Spades** the result is a fumble. Set the Ace to the side, and draw a replacement card to calculate the yardage gained prior to the fumble (but without any OFR draws regardless of whether the offense draws a face card).

Proceed to Fumble rules.

## Passing Play

All draws are made from the neutral Draw Deck.

The offense draws one or more cards (O234...,) and stacks them on one of the WR cards (O1).

Compare each O2 card to the O1 card:

- Same suit = incomplete pass
- Same rank and same color (including same card) = sack; loss of yardage = draw 2 extra cards ÷ 2 (rounded up); if the **Ace of Spades** is drawn for sack loss yardage, result is a fumble, set the Ace aside and draw another card for yardage, proceed to Fumble rules.
- Ace of Spades = interception; Set the Ace to the side, draw a replacement card and do a defensive draw as usual to calculate the yardage gained prior to the interception, then treat interception return as YAC from that spot for defense instead of offense.

If completed or intercepted, the defense then draws one card (D2) and places it on top of the matched up card (D1).

Yards gained = Add all the offensive cards, subtract the two defensive cards

$$\text{Yards gained} = (O1 + O234\dots) - (D1 + D2)$$

If yardage is negative, ignore value; loss of yards = OFR Draw Value (J = 1, Q = 2, K = 3) of defensive drawn card minus offensive drawn card.

$$\text{TFL} = D2 - O2 \text{ (OFR Draw Value)s}$$

### Yards After Catch (YAC)

Each player draws one card. Offensive draw = Oyac; Defensive draw = Dyac.

$$\text{YAC} = \text{Oyac} - \text{Dyac}$$

### Fumble

If either YAC drawn card (Oyac or Dyac) is the **Ace of Spades** the result is a fumble. Set the Ace to the side, and draw a replacement card to calculate the yardage gained prior to the fumble (but without any OFR draws regardless of whether the offense draws a face card). Proceed to Fumble rules.

### Open-Field Run

During the YAC, if the offense draws a face card that is higher than the defensive draw, this represents breaking free from the initial tackle and making an open-field run (OFR).

Use OFR Draw Value (J = 1, Q = 2, K = 3) of the two YAC drawn cards (Oyac and Dyac); offense minus defense = initial number of open-field run draws.

$$\# \text{ of OFR draws} = \text{Oyac} - \text{Dyac} \text{ (OFR Draw Values)}$$

*See example above under Rushing Play.*

Proceed to Open-Field Run rules.

## **Special Teams**

All special teams draws are done with the Draw Deck.

### **Kickoff**

Draw two cards. Value – 11 = yard line received. ( $Q + 5 - 11 = 6$  yard line)  
If negative value, received in end zone. ( $A + 7 - 11 = -3$  yards inside end zone.)

### Return Coverage

After determining the location at which the kick is received, the kicker then draws 1 card for return coverage (Coverage draw).

### Return

If the kick is received in the endzone, the receiver can declare a touchback.\*

If not, then receiver draws 4 Return cards, one at a time.  
4 Return draws – Coverage draw = yardage returned.

\*If the receiver draws one or even two cards and is still inside the end zone, receiver can still accept a touchback (*e.g. the receiver starts 3 yards in the end zone and elects to run it out, then draws an A or 2 on the first draw, touchback can still be declared*).

### Open-Field Run

Face cards in the coverage draw and the final draw of the return are used to determine if the return continues as an Open-Field Run: J=1, Q=2, K=3.

Final return draw – coverage draw = number of initial OFR draws.

*E.g. if the final return draw = K and coverage draw is not a face card, receiver starts OFR with 3 draws; but if coverage draw = J, receiver starts OFR with 2 draws.*

Proceed to Open-Field Run rules.

### Squib Kick

Kicker can pick yard line to kick toward on receiving team's end of the field, then draw 2 cards that are added beyond that yard line (subtracted from the yard line value) for the yard line received.

If received outside the 15-yard line, receiving team gets only 2 draws for return yardage, and minus one on the OFR value of the final draw and any subsequent OFR draws (*i.e. if a J there is no OFR; Q=1 and K=2*).

## **On-Side Kick**

Kick starts from 30-yard line.

Player first declares how many yards will be added to the value of a drawn card, and then draws one card.

Declared yardage + card value = distance of kick

Player can declare lower value to get better chance of recovery and field position, but increased risk of short kick.

If distance < 10, kick over.

If the kick is short or out of bounds twice in a row, receiving team can take possession of the dead ball or out of bounds ball (if out of bounds draw a replacement card for Joker to determine distance).

Once distance of kick is determined, proceed to fumble rules, except that on the first draw, the receiving team also gets to add the value of the kick distance – 10 to its draw. In other words, for each yard past the required 10 yards the ball travels, the receiver gets to add the value to their initial fumble recovery draw. Proceed to Fumble rules, except kicking team cannot advance ball after recovery.

*The longer the kick (past the required 10 yards), the more advantage the receiving team has in recovering. For example, the kicker declares that he will add 7, and then draws a 7 (an average draw), so the kick travels 14 yards. On the initial fumble recovery draw, the receiving team would add 4 to its draw. If the draw is a tie (including these 4 points) then no points would be added for the subsequent draw(s) – at this point the ball is bouncing and the receiving team has lost its recovery advantage.*

## **Punt**

Kicker draws 1-4 cards. If less than 4, number must be declared in advance (failure to do so clearly and a 4-card draw is required).

Total value of drawn cards + 15 = punt yardage (from LoS).

Can elect less for a shorter kick depending on field position and try to place the ball near the other team's goal line.

If less than 4 cards are drawn, kicker can attempt to kick out of bounds (see below).

Kick with only 1 or 2 draws is automatic fair catch (see below).

### Punting Out of Bounds

If drawing less than all 4 cards for punt yardage, prior to play kicker can declare an attempt to kick out of bounds. After final card for punt yardage is drawn, kicker draws one additional card to check for out-of-bounds; if suit does not match that of the last card drawn, kick is out of bounds and there is no return; if last card does match suit, kick is not out of bounds and receiver may return.

### Return Coverage

After the punt, if not out of bounds, then the kicking team draws one card that represents return coverage. This draw can be used against the punt return or the bounce draw(s).

### Return

If the kick is received in the endzone, the receiver can declare a touchback\*.

If not, then the receiver draws 2 return cards.

2 return draws – coverage draw = yardage returned (may be negative yardage).

\*If the receiver draws one card and is still inside the end zone, receiver can at that point still accept a touchback (*e.g. the receiver starts 3 yards in the end zone and elects to run it out, and then draws an A or 2 on the first draw, a touchback can still be declared*).

### Open-Field Run

Face cards in the coverage draw and the final draw of the return are used to determine if the return continues as an Open-Field Run: J=1, Q=2, K=3.

Final return draw – coverage draw = number of initial OFR draws.

*E.g. if the final return draw = K and coverage draw is not a face card, receiver starts OFR with 3 draws; but if coverage draw = J, receiver starts OFR with 2 draws.*

Proceed to Open-Field Run rules.

### Fair Catch

Kick with only 1 or 2 draws is automatic fair catch.

After punt yardage is calculated and the return coverage card is drawn, receiver can declare a fair catch, avoiding the possibility of a loss or fumble on the return.

### Bounce

After punt yardage is calculated, receiver may also choose to let it bounce.

The receiving team might elect to let a punt inside the 10-yard line or so bounce in hopes that it will go into the end zone for a touchback.

Draw one card to determine direction and distance of bounce.

Distance = Value.

Direction: Different from suit as Punt draw = bounce in same direction; same suit = bounce back in other direction.

If bouncing in same direction as kick, draw again.

Distance = Value.

Direction: Different from suit as first bounce draw = bounce in same direction; same suit = bounce back in other direction.

Ball is more likely to bounce in direction of kick, and more likely to travel further on a forward bounce than a backwards bounce.

If (initial) bounce card is backwards (toward kicking team) kicking team may apply its return coverage draw against the bounce ([attempting to touching the ball to down it](#)); if coverage card  $\geq$  bounce card, ball is down at received spot; if touch card  $<$  bounce card, bounce is difference.

If initial bounce card is forward (toward receiving team) *and* kicking team's coverage card is the same suit as the bounce card, it may apply any portion of the coverage card against the bounce ([attempting to touching the ball to down it as close to the goal line as possible before it goes in the end zone](#)).

## Field Goal

Field position + 18 = Field goal distance

Kicker draws six cards: total value = kick distance

Kick distance  $\geq$  field goal distance = success

A 42-yard attempt has a 50% chance (average draw of 7 x 6). It is possible but very unlikely to miss an attempt under 20 yards, and to make an attempt over 60 yards.

### Blocked Kick

The **Ace of Spades** represents a blocked kick, but only if drawn during the initial draws as indicated by the yardage of the FG attempt, as follows:

< 20 (or extra point try after TD) = first card

20–29 = first two cards

30–39 = first three cards

40–49 = first four cards

50–59 = first five cards

$\geq 60$  = any card

Longer kick must be kicked lower for more distance and is easier to block.

Ace of Spaces drawn after potential block draws counts as a regular ace with a value of 1.

For location of fumble, divide first FG card drawn by 2 (rounded up) for yardage traveled before block occurs, starting from 7 yards behind LoS (if Ace of Spaces is first draw, block is 7 yards behind LoS).

$(\text{FGdraw} \div 2) - 7 = \text{location of block (behind LOS)}$ .

Proceed to Fumble rules.

## **Try**

### Extra Point

Same as a 19-yard field goal, except block doesn't result in a fumble.

### Two-Point Conversion

Play run from the two-yard line.

Because only the fumbling player can recover and advance a fumble during a Try, in order to advance a fumble during a two-point conversion the offense must draw a face card *of the same suit* as the defensive draw (which isn't a face card).

Gain  $\geq$  2 yards = 2 points.

## **Free Kick after Safety**

If a safety occurs, the team that committed the safety may either:

- punt from the 20 yard line, drawing 4 cards but adding 25 for total yardage punted (*punter is unhurried with no defensive pressure*), or
- do a kickoff, drawing 2 cards -1 for the yard line received from the other team's end zone (same as kickoff but from 20 yard line, so only 1 yard is subtracted instead of 11).

Return is same as kickoff return (see Open-Field Run).

## **Open-Field Run**

The procedure is basically the same for kickoff and punt returns after the initial return, as well as for rushes and runs after pass completions that break into the open field at the end of a scrimmage play, plus interceptions and fumbles that are picked up.

If the card drawn is a face card, then additional cards are drawn as follows:

J = 1 card  
Q = 2 cards  
K = 3 cards

If additional face card(s) is/are drawn again, then more yardage cards are drawn accordingly, continuing until a draw occurs with no face card, when play concludes. (*E.g. the first OFR card is a Q, then 2 additional cards are drawn; if those are K and J, then 4 additional cards are drawn; and so on until no face cards are drawn.*)

Total yardage run = the value of all the cards added together.

An open field run will typically go less than 10 yards before being tackled (longer for a punt or kickoff return), but there is always a chance of the run continuing, and several face cards drawn in close succession can result in a very long open-field run, potentially 100 yards. A longer run also means a greater risk of a fumble.

## **Fumbles**

**Ace of Spades** = fumble

Ace does not count for yardage.

Fumble occurs at the point of all yardage value drawn prior to the fumble (a replacement card is not drawn).

Proceed to Fumble rules.

## **Fumble**

Fumble generally occurs any time the **Ace of Spades** is drawn. See each play type for specific fumble notations.

The field position at which the fumble occurs is generally at the point the Ace is drawn, calculating all cards drawn prior to that, not counting the Ace, with a replacement card if specified.

Fumble recovery is simply drawing for the higher card. Each player draws one card (except for blocked punt, see below), offense first, and the higher card recovers the fumble.

However, if the two cards are the same suit, the fumble is not recovered but instead bounces the distance of the offensive draw minus the defensive draw. Then another fumble recovery draw is made. *For example, if the offense draws a 9 of hearts and the defense draws a 4 of hearts, the ball bounces 5 yards downfield (toward the defense).*

If the draw is a tie, players keep drawing until one is higher.

### Modifiers/Exceptions

Depending on the type of play in which the fumble occurs, for the initial draw one player may get to draw more than one card or apply certain modifiers (also indicated in play descriptions):

- On-Side Kick: receiving team adds distance of kick – 10 (*e.g. if kick distance is 14 yards, receiving team would add 4 to its initial fumble recovery draw*).
- Blocked Punt: receiver draws two cards for first draw – both are matched separately (not added together) against the kicker's one card; kicker must beat both of receiver's draws to recover (and of course then it is still a turnover if 4<sup>th</sup> down and sufficient yardage isn't gained in a run after fumble recovery).

In addition, players may also attempt to either fall on the ball, or attempt to pick it up and run with it. Increased chance for recovery can be traded for less chance of running after recovering, and visa versa. This must be declared by both teams in advance of either team drawing. If it is not declared then no modifier is applied.

To fall on the ball, a player adds 1 or 2 points (as declared) to its recovery draw, but subtracts the same number of points from the OFR Draw Value for determining the initial draws for an open-field run (see below).

To attempt to pick up and run with the ball, a player subtracts 1 or 2 (as declared) points from its recovery draw, but adds the same number of points to the face card value for determining the initial draws for an open-field run (see below)—although this is not to exceed 3 in any case.

### Open-Field Run After Fumble

If the winner recovers with a face card, a run can be made after the fumble recovery. Open-Field Run Draw Values are compared for both teams, with any modifiers applied (see above): J = 1, Q

= 2, K = 3; winner value – loser value = initial draw for OFR (*e.g. if winner draw = K and loser draw = J, draw 2 cards for initial OFR draw*). Proceed to Open-Field Run rules.

If more than one card is drawn on one side (i.e. blocked punt) only the highest card counts.

On an on-side kick recovery, only the card's face value counts, not the added recovery value for the receiving team from the kick distance. Receiving team might have lower face card value and still recover the ball.

#### Fumble During a Try

Because only the fumbling player can recover and advance a fumble during a Try, in order to advance a fumble during a two-point conversion the offense must draw a face card *of the same suit* as the defensive draw (which isn't a face card).

## ***Abbreviations***

### **Cards**

A = Ace

J = Jack

Q = Queen

K = King

### **Player positions**

RB = Running Back (Half Back, Full Back, Tail Back, etc.)

WR = Wide Receiver

### **Other**

O = Offense

D = Defense

LoS = Line of Scrimmage

FP = Field Position

OFR = Open-Field Run

TFL = Tackle for Loss

### Example of Play Notes

On a regular lined pad. You can make this as detailed as you want to record the game. The description of the play is optional, you can just keep track of the down and yard line, but it is fun to record and see the drives. Draw a line to indicate a change of possession.

I'm interested to see copies of game records to see how realistically the game works out.

#### Steelers

Kickoff	to 3, 21 yd return to 24
1 & 10 @ 24	pass 16
1 & 10 @ 40	run 2
2 & 8 @ 42	run, -1
3 & 9 @ 41	18 pass + 5 = 23
1 & 10 @ 36	run 7
2 & 3 @ 29	run, -1
3 & 4 @ 30	run -2, fumble, D recovers +4 return

---

#### Cowboys

1 & 10 @ 36	run 2; 5 yrd pen. vs. D, auto 1 <sup>st</sup> down	
1 & 10 @ 43	pass 7	
2 & 7 @ 50	run 5 + 8 = 13	
1 & 10 @ 37	run 4	
2 & 6 @ 33	pass inc.	
3 & 6 @ 33	pass 5 + 5 = 10	
1 & 10 @ 23	pass inc.	
2 & 10 @ 23	run 6	
3 & 4 @ 18	run -2	
4 & 6 @ 20	38 yd FG good	3-0 Cowboys

---

### Using a Cribbage Board

A cribbage board happens to have the same number of holes that a football field has yards, including the end zones: 120. However, since the football FP is based on yard lines—the lines in between the yards—there are actually only 99 yard lines between the end zones, so the 50<sup>th</sup> hole from each endzone of the cribbage board represents the 50 yard line. In other words, there are 119 yardage marks in a football field (including the end zones) and 120 holes in a cribbage board, so the middle two holes are both the 50 yard line and one of them is just skipped during play, with yardage being calculated from the end of the field that the FP is in.

Use two pegs: one represents the field position, and one the first down marker. Many cribbage boards have 60 and you go around twice, in which case for football you can use a different track for each end of the field, each team's territory. You can also move a peg in a different section to keep track of the down.