

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