

# Official PAPER BOWL Rules

Version 1.11

English edition

Paper Bowl Production Partnership



# PAPER BOWL

PAPER BOWL is a game to simulate American football by cards and a pair of dice.

Thus, progress and the rule of the game are based on American football.

About the matter which is not listed in this rule book, please refer to the rule of real American football.

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## 1. Preparations

### 1.1 Goods required for this game

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- Cards  
34 cards which take the lead in a game, and six cards for counting timeout.
- Dice  
A pair of normal six-side dice is required.
- The game board and the marker of the ball.  
The game board which has 99 grids on a straight line and can place on it the marker for the ball position.  
It is better to also prepare the first down marker.

### 1.2 Kinds of cards

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- Offense Cards (5 cards)  
The card to choose the play of the offense.
  - Defense Cards (5 cards)  
The card to choose the play of the defense.
  - Play Cards (24 cards)  
It is an event which occurs at the play.
  - Time-out Card (6 cards)  
It is used in order to count timeout.
- ✓ Offense, Defense Cards are exchanged when every offense-and-defense shift. If two sets prepare, you do not need the exchange.

## 2. Progress of the game

### 2.1 The start of the game

1. Decide the kicking team and the receiving team by a coin toss.
2. Remove 4 cards from 24 Play Cards at random. And stack left 20 cards.
3. The receiving team has Offence Cards, and the kicking team has Defense Cards.
4. Kickoff, it is a start of the game.

### 2.2 Summary of the progress

1. One play is carried out by an Offense Card, a Defense Card, a Play Card and a roll of the dice.
2. A score enters by repeating a play.
3. When offense and defense were changed, please change Defense Cards for Offence Cards.

### 2.3 One Play

1. The offence and the defense, choose one card among five cards. And make it into the back and place it.
  2. When both sides finish choosing, please make a card into the front side.
  3. If the card which the offense chose is except "Field Goal" or "Punt", take the top card from the deck of Play Cards, and make it into the front side.
  4. The offence throws a pair of dice.
  5. The gain is decided according to three cards at a place, and a roll of the dice.
  6. Move the ball position on the game board according to the gain.
  7. The used Play Card is removed without returning to the deck of Play Cards.
- ✓ In the case of "Punt" or "Field Goal" it becomes the different progress. Please refer to 3.3, 3.6.

## 2.4 Calculation of the gain

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Among five Offence Cards, use three cards, "Run", "Short Pass" and "Long Pass", for a usual play.

The distance is decided on an Offence Card, a Defense Card and a roll of the dice.

### Gain of Run (Offence Card in the case of "Run")

The calculation methods of the distance are different with getting doublet (the two dice showing the same number) or not.

#### ➤ Not doublet

Distance is the value which subtracted the value of Run in the Defense Card from the total score of the dice.

For example, it is 3 yards when a roll is 2-5, and Run of the Defense Card is -4 yards.

#### ➤ Getting doublet

Distance is total score of the dice. The value described by the Defense Card is not related.

For example, it is 6 yards when a roll is 3-3, and Run of the Defense Card is -4 yards.

### Gain of Pass (Offence Card in the case of "Short Pass" or "Long Pass")

In Short Pass, distance is score of the dice, and in Long Pass, it is double score of the dice, but is 0 yards when pass is incomplete.

The completion or incompleteness of the pass is decided by the numbers for dice described by the pass item ("Short Pass" or "Long Pass") of the Defense Card.

The roll in the case of next, the pass is incomplete.

- Not doublet and the roll contain described numbers in Defense Card.
- Not doublet and the ball passed beyond the end line.

For example, The pass is incomplete when the offence chooses Short Pass and the roll is 3-5 and is described with 4,5 in the Short Pass item of the Defense Card.

In addition, the pass is incomplete because the ball passed beyond the end line when the roll is 3-6 and Long Pass from the spot of 2 yards to the goal line.

If getting doublet, the pass is complete always..

## || In the case of doublet

In the case of doublet, throw the dice once again. Be common to a run play and a pass play. Calculate distance like the first, and add it to a gain.

however,

- In the case of a run play, ignore the value of defense.
- In the case of a pass play, not related to complete or incomplete of the pass.

Only add distance simply.

When doublet continues, furthermore, throw the dice again.

A final distance of the gain is decided by the distance above-mentioned and the contents of the Play Card.

## || 2.5 Quarter

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When the remainder of the Play Card runs out, it is the end of the quarter.

One quarter is 20 plays if timeout is not taken at the last of the half.

Set up Play Cards before beginning the next quarter.

Remove four cards at random from 24 Play Cards, shuffle the 20 remaining cards well, and put on a place. Four removed cards are used when the number of times of a play increases by timeout.

One game consists of 4 quota system like actual American football.

## 3. Rule every situation

### 3.1 Kickoff

The kicking team chooses a regular kick or an onside kick.

#### 1) When a regular kick is chosen

- A kicking team throws two dice, and,  $\text{roll} \times 2 + 50$  yards travels from the kicking team's 30 yards line.  
However, when beyond the goal line, travels to the goal line.
- The receiving team chooses either following.
  - A) As a touchback, begin a first down at a 20 yards line.
  - B) Carry out a return and begin a first down.( Please refer to 3.4 Return)

#### 2) When an onside kick is chosen

- A kicking team throws one die, and  $\text{roll} \times 2$  yards travels from the kicking team's 30 yards line.
- When  $\text{roll} \times 2$  is more than 10, the kicking team gets possession of the ball.  
If less than 10, the receiving team gets possession of the ball.

### 3.2 The last play of the half

#### Increasing play times

It can increase the number of times of the remainder play by taking a time-out just before the last play of the half.

Choose one piece from four pieces of removed Play Cards.

And, add it to a remaining Play Card.

#### Field goal

A field goal can be performed, when an offense has possibility of a field goal after a Play Card runs out.

## 3.3 Punt

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If an offense chooses a punt, an offense will not throw a dice.

Moreover, a Play Card is not used.

50 yards of balls should fly. The defense chooses either following at a spot of 50 yards from the ball position.

- A) As a touchback, begin a first down at a 20 yards line.
- B) Carry out a return and begin a first down.( Please refer to 3.4 Return)

## 3.4 Return

---

In the case of kickoff, a punt, the receiving team can choose a return.

The distance of the return is fixed by the receiving team throw the dice.

- Not doublet  
distance = roll × 2 yards
- Getting doublet  
distance = roll × 4 yards

In the case of doublets, throw the dice once again and add distance according to the calculation mentioned above. When doublets continue, throw the dice more.

## 3.5 Point after Touchdown

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The offence team chooses either following.

- A) Kicking  
Throw the dice, and is success if the roll are more than 4; one point.
- B) Two-point conversion  
Aim at the end zone from 2 yards line. If succeed, two points.  
Play Cards are not used.



## 3.6 Field Goal

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Offence team can choose field goal within 40 yards to the goal line. When field goal is chosen, Play Cards are not used.

If the dice of one either include the following numbers, according to the distance to the goal line, it is success.

- Less than 20 yards :  1  2  3  4
- Less than 25 yards :  1  2  3
- Less than 30 yards :  1  2
- Less than 35 yards :  1
- Success, if the roll is doublets (regardless of distance).

When a field goal failed, the other team has ball possession and begins a first down at the ball position.

## 3.7 Coach's Challenge

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A coach's challenge may be performed by the contents of the Play Card.

A coach's challenge is performed as follows.

- The team which called a challenge throws dice
- If the roll is an odd number, the challenge is success. If the roll is an even number, the challenge is failure.

If the challenge is failure then one timeout is lost. Moreover, when there is no timeout, it cannot challenge.

## 3.8 The rule for half the distance to the goal

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When there is a foul near the end zone and the penalties yardage is changed to half the distance to the goal.

If the distance is an odd number, round up the half distance to the goal. For example, half distance is 7 yards when the distance until a goal is 13 yards.

But, in the case of 1 yard, the distance to the goal assumes it 0 yards.

## 4. Offense, Defense Cards

### 4.1 Offense Cards

#### ■ Run

Gain (not doublet)	Dice Score - ? yards ✓ Subtract the value of Run from the score of the dice roll.
Gain (doublet)	<ul style="list-style-type: none"> <li>● Ignore the value of run defense.</li> <li>● Throw the dice once again.</li> </ul>

#### ■ Short Pass

Gain (not doublet)	The score of the roll × 1 ✓ If the roll contains defense numbers, then path is incomplete. ✓ If beyond the end-line then path is incomplete.
Gain (doublet)	<ul style="list-style-type: none"> <li>● Ignore, the Defense numbers.</li> <li>● Ignore, the ball beyond the end-line.</li> <li>● Throw the dice once again.</li> </ul>

#### ■ Long Pass

Gain (not doublet)	The score of the roll × 2 ✓ If the roll contains defense numbers, then path is incomplete. ✓ If beyond the end-line then path is incomplete.
Gain (doublet)	<ul style="list-style-type: none"> <li>● Ignore, the Defense numbers.</li> <li>● Ignore, the ball beyond the end-line.</li> <li>● Throw the dice once again.</li> </ul>

#### ■ Field Goal

※ Please refer to 3.6 Field Goal

#### ■ Punt

※ Please refer to 3.3 Punt

## 4.2 Defense Card

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### ■ Defense 1

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- Run - 0 yards
- Short Pass -----
- Long Pass 

5	6
---	---

### ■ Defense 2

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- Run -1 yard
  - Short Pass 

1	2	3
---	---	---
  - Long Pass 

6
---
- ◇ Inside Red zone, 

5	6
---	---

 (between the 20 yards line and the goal line )

### ■ Defense 3

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- Run - 2 yards
- Short Pass 

6
---
- Long Pass 

3	4
---	---

### ■ Defense 4

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- Run - 4 yards
- Short Pass -----
- Long Pass 

1	2	3
---	---	---

### ■ Defense 5

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- Run - 6 yards
  - Short Pass 

4	5
---	---
  - Long Pass 

1
---
- ◇ Inside Red zone, 

1	2
---	---

 (between the 20 yards line and the goal line )

## 5. Details of Play Cards

### ■ 01 Intercept

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Only applies in the case of a pass play.

- Ignore the Defense numbers.
- It is an interception if the roll contains 1 or 6 in the situation of the pass success.  
It is a turnover at a position that caught the ball.(that did a gain)
- The offense can make a coach's challenge about a result.  
If it succeeds in a challenge, the pass is incomplete and is not a turnover.
- ✓ When the ball beyond the end line and the roll is not doublets, it is not intercept because it is pass incomplete even if the roll contains 1 or 6.
- ✓ In an interception, even if the roll is doublets, it cannot throw the dice continuously.
- ✓ In the case of doublets, even if the roll contains 1 or 6 after the second throw, it is not intercept.
- ✓ When it is intercepted in an end zone, assume it a touchback and start a first down at 20 yards line.

### ■ 02 Intercept

---

Only applies in the case of a pass play.

- Ignore the Defense numbers.
- If the roll is doublet, then it is an intercept.  
It is a turnover at a position that caught the ball.(that did a gain)
- In the case of an intercept, the defense throws the dice and returns at distance of the score of the roll  $\times 2$ .  
If the roll is a doublet, then returns at distance of the score of the dice  $\times 4$  and throw the dice once again.
- ✓ When it is intercepted in an end zone, return from the goal line.
- ✘ Unlike "01 Intercept", a coach's challenge cannot be performed.

## ■ 03 Fumble

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- Decide a gain according to rule.
  - If the roll contains 1 or 6 then the defense has possession of the ball, otherwise the offense has possession.  
It is a turnover when a defense has possession of the ball.
  - The offense can make a coach's challenge about a result.  
If it succeeds in a challenge, it is not a turnover.
- ✓ When it is intercepted in an end zone, assume it a touchback and start a first down at 20 yards line.
- ✓ In the case of doublets, even if the roll contains 1 or 6 after the second throw, it is not a turnover.

## ■ 04 Fumble

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- Decide a gain according to rule.
  - If the roll is doublets then the defense has possession of the ball, otherwise the offense has possession.  
It is a turnover when a defense has possession of the ball.
  - In the case of a turnover, the defense throws the dice and returns at distance of the score of the roll  $\times 2$ .  
If the roll is a doublet, then returns at distance of the score of the dice  $\times 4$  and throw the dice once again.
- ✓ When it is turnover in an end zone, return from the goal line.
- ※ Unlike "03 Fumble", a coach's challenge cannot be performed.

## ■ 05 Challenge

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Only applies in the case of a complete pass.

- The defense can make a coach's challenge about a pass.
- If it succeeds in a challenge, the pass is incomplete.

## ■ 06 Challenge

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Only applies in the case of an incomplete pass.

- The offense can make a coach's challenge about a pass.
- If it succeeds in a challenge, the pass is complete.

## ■ 07 Delay of Game

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Only applies when the score of the offense is higher than the defense.

- If the roll contains 1 or 6, then it is a foul of the offense and is penalized 5 yards.
- Otherwise, it is a usual play without a foul.
- ✓ If the penalty for a foul is declined, the gain is 0 yards.

## ■ 08 False Start or Offside

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- If the roll is following, then it is false start or offside and is penalized 5 yards.
  - The roll contains 1, it is a foul by the offense.
  - The roll contains 6, it is a foul by the defense.
  - The roll is 1-6, it is a usual play without a foul.
- ✓ If the penalty for a foul is declined, the gain is 0 yards.

## ■ 09 Holding

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- If the roll is following, then it is holding and is penalized 10 yards.
  - The roll contains 1, it is a foul by the offense.
  - The roll contains 6, it is a foul by the defense.
  - The roll is 1-6, it is a usual play without a foul.
- ✓ If the penalty for a foul is declined, the gain is usual.

## ■ 10 Face Mask

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- If the roll is following, then it is facemask and is penalized 15 yards.
  - The roll contains 1, it is a foul by the offense.
  - The roll contains 6, it is a foul by the defense.
  - The roll is 1-6, it is a usual play without a foul.
- ✓ If the penalty for a foul is declined, the gain is usual.

## ■ 11 Run-Play Bonus

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Only applies in the case of a run play.

- The gain is double of the usual gain.  
Gain = (The score of the roll - Defense value) × 2
- ✓ It doubles, even if the gain is a negative value.
- ✓ If getting doublet, it doubles after the second or subsequent.

## ■ 12 Pass-Play Bonus

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Only applies in the case of a complete pass.

- The gain is double of the usual gain.  
Gain = ( The score of the roll ) × 2
- ✓ If getting doublet, it doubles after the second or subsequent.

## ■ 13 Run-Play Bonus

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Only applies in the case of a run play.

- Ignore the value of run defense.  
Gain = The score of the roll

## ■ 14 Pass-Play Bonus

---

Only applies in the case of a pass play.

- Ignore the defense numbers.
- ✓ The pass is complete unless not doublet and the ball passed beyond the end line.

## ■ 15 Run-Play Bonus

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Only applies in the case of a run play.

- If getting doublet, the gain is a score of the roll × 4 yards.
- ✓ It is × 4 yards, after the second equally.

## ■ 16 Pass-Play Bonus

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Only applies in the case of a complete pass.

- Add 20 yards to the usual gain.  
Gain = (Distance of the pass) + 20 yards
- ✓ If getting doublet, the second throw or subsequent add 20 yards.
- ✓ As a result of adding 20 yard, it is a pass complete even if it is beyond the end line.

## ■ 17 Defense Bonus

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- It loses 5 yards from the usual gain.

## ■ 18 Defense Bonus

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- The gain is half(1/2) of the usual gain.
- ✓ The gain is half, even if the gain is a negative value.
- ✓ The fraction cuts it off
- ✓ If getting doublet, the second throw or subsequent gain is half too.

## ■ 19 QB-Sack

---

Only applies in the case of a pass play.

- If the roll contains 1 or 6, it is quarterback sack.
- The pass is not thrown, and the offence losses 5 yards.
- ✓ As a result of losses, if the ball enters the end zone it becomes the safety and is a score of the defense.
- ✓ If 1 or 6 does not appear, it is a usual play.



## ■ 20 QB-Sack

---

Only applies in the case of a pass play.

- If getting doublet, it is quarterback sack.
- The pass is not thrown, and the offence losses 15 yards.
- ✓ As a result of losses, if the ball enters the end zone it becomes the safety and is a score of the defense.
- ✓ If not getting doublet, it is a usual play.

## ■ 21 Timeout

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- Before a play, the offense can take the time-out.
- A usual gain is doubled when timeout is taken.
- ✓ If getting doublets, the second time or subsequent gain is doubled too.

## ■ 22 Timeout

---

- Before a play, the defense can take the time-out.
- A usual gain is half when timeout is taken.
- ✓ The fraction cuts it off
- ✓ If getting doublet, the second time or subsequent gain is half too.

## ■ 23 Timeout

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- Before a play, the offense can take the time-out.
- When timeout is taken, the already taken-out Offense Card can be changed.

## ■ 24 Timeout

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- Before a play, the defense can take the time-out.
- When timeout is taken, the already taken-out Defense Card can be changed.

## Revision history

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