Card Bowl - Playing Card Football

Change History

1.1.6 (February 16, 2007)
- Added Scrimmage Play Overview section.
- Other minor adjustments and corrections.

1.1.5 (February 3, 2007)
- Various minor changes, corrections, and clarifications.
- Moved Change History to separate file.

1.1.4 (Jan. 21, 2007)
- Added squib kick.
- Punt changed from 3 draws + 25 to 4 draws + 15, and rules for out of bounds punt and fair catch adjusted.
- Change Basics section The Deal, and added ability to return Red Joker to the deck to play the turnover.
- Added Drawn Cards section.
- During Snap, added delay of game with option for offense to use time-out instead.
- TE revealed during Blocking Phase is still eligible receiver but with only 1 Yardage draw.
- In Passing Play, specified that RB must move to same side as lined up, and only LB from same side may cover.

1.1.3 (Dec. 25, 2006)
Game Clock – Complex Timing
- Plays going 25 yards or more use 2 intervals.
- Added out of bounds play if last offensive draw matches suit of ball carrier.
Basics
- Recommend to start dealing 13 offensive cards and 14 defensive cards.
Passing Play – Yardage Draws:
- Offense may choose to draw more than one yardage card at the same time.

1.1.2 (Dec. 17, 2006)
Game Clock – Complex Timing
- Changed default time between plays to 7 intervals (35 seconds).
Kickoff
- Added out of bounds kick, and specified order or penalty draw.
Open-Field Run
- Changed range of defensive cards that may be applied as open-field tackles.

1.1.1 (Nov. 30, 2006)
Open-Field Run
- Changed penalty rules to note that offensive penalty is assessed from spot where penalty occurs.

1.0.1
Game Clock
- Simple Timing
  - Removed Simple Timing 2 and 3– they used too much time for plays that stopped the clock.
  - Changed Simple Timing 4 to Simple Timing 2
  - Changed it to work in 5-second intervals
  - Added out of bounds
  - Made other changes for clarification
- Complex Timing
  - Modified so that most plays take 5 seconds instead of 10
  - Grounding the ball now takes no time off the clock
  - Clarified language in rules to go out of bounds
  - Added default play clock usage of 30 seconds
Punt
- Changed Punt modifier from 30 yards to 25 yards
Basics
- Added some language clarifying how extra cards can be dealt.
Formations
- Removed requirement to declare LB matched up with RB. One extra LB can automatically be applied to RB receiving a pass without having to declare it.
- Corrected language explaining range of defensive cards.
- Expanded explanation of how the defense may respond to offensive card in motion.
Range
- Clarified explanation of range.
Snap
- Changed **Black Joker** from being a penalty against the defense to requiring a draw to determine penalty.
- Changed Fumble on **Red Joker** to A or 2.
Blocking Pattern Phase
- Removed references to defense declaring LB match-ups, as per Formations above.
Blocking Phase
- Added ability for defense to move Line card away from Line and back into position as LB.
- Defense no longer forced to reveal match-up cards when offense reveals.
Rushing Play
- Clarified **Black Joker** penalty and **Red Joker** fumble rules
QB Sneak
- Changed loss of yardage to maximum 1
- Added **Black Joker** penalty and **Red Joker** fumble rules

Passing Play
- In Coverage Phase I, added RB coverage extra card as automatic
- Added that offensive player may elect to discard and not count any of the drawn cards as yardage in order to try to avoid throwing the ball out of the back of the endzone.
- Added provision that total yardage must not exceed back of endzone.
- Defensive card now has opportunity to break up play if it is equal to or greater than Receiver.
- Added penalty rules for run-after-catch

Open-Field Run
- Modified open-field tackling rules so multiple cards can be applied to each set, but cards can only be applied according to their range.
- Removed downfield blocking
- Modified penalty rules

Other non-substantive language changes for clarification, page numbering, etc.