

The College Football Chronicle Rulebook

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1. GAME COMPONENTS

1. Charts depicting each college team. Each team is rated using 3 numbers: O (Offense), D (Defense), and X (General Execution, an overall performance rating. Teams are organized by alphabet, and within each folder, by year.
2. Set of Drive Result Charts. Each chart has 100 possible drive outcomes, followed by 3 numbers. The 3 numbers represent: (1) The number of plays executed by the offense during the drive, (2) The number of yard gained (or lost) during the drive, and (3) The number of minutes of playing time the drive consumed. You may enter numbers 1 & 2 at the bottom of the score sheet at the end of each drive. Strike through the appropriate amount of numbers on the time track at the top of the score sheet.
3. Score Sheets: These sheets are divided into 3 basic sections: The time tracker, the line score, and the plays and yardage tracker. To time the game, simply strike off a number corresponding to the number of minutes indicated on the drive results chart. The line score section contains the competing team's respective strength (S) rating, followed by their X rating. There are 5 types of score sheets to be used with the appropriate years:
 - 1869-1884: Teams play to an agreed upon number of goals, usually following a 'best-of' format. i.e., 4 of 7, 5 of 9.
 - 1885-1893: Two halves of 20 minutes each
 - 1894-1905: Two halves of 35 minutes each
 - 1906-1954: Two halves of 30 minutes each
 - 1955-2009: Four quarters of 15 minutes each
4. Action Deck (You may alternately use dice or printed sheets of random numbers from 1-100)
5. Extra Charts: This chart is explained in section 4, "Other Info".
6. This Rulebook

2. SETUP

Choose the 2 teams you would like to play. Enter the team names (visitor on top) on the score sheet (next to the S/X columns).

Add the visiting team's offensive (O) rating to the home team's defensive (D) rating. Divide the sum by 2 (ignore any remainder). Enter this number $(O+D/2)$ (the S rating) on the visiting team's S/X column, to the left of the forward slash. Enter the visiting team's X rating after the forward slash.

Repeat the above paragraph's instructions, this time using the home team.

Pull out the 2 drive result charts whose numbers correspond with those of the two team's S ratings. Note: If the 2 teams' total S ratings are equal, add 1 to the home team's rating. If using the action deck, shuffle it thoroughly. Place the extra charts nearby for reference.

3. PLAY

Decide which team is to receive the opening kickoff. Draw an action deck card and obtain a number. Cross-reference the number to the result on the team's drive result chart. Drive result charts may result in the following outcomes:

TD: The team scores a touchdown

FG: The team kicks a successful field goal

FGA: The team misses a field goal

INT: The team loses possession due to an interception

FUMB: The team loses possession due to a fumble

SAF: The team loses possession due to a safety (Give the opponent 2 points)

DOWNS: The team loses possession on loss of downs

PUNT: The team punts.

If you wish to keep track of plays and yardage, enter the results under the appropriate team's tally section, at the bottom of the score sheet. Cross out the number of minutes consumed by the drive on the score sheet.

5. OTHER INFO

Although the game engine is mostly self-driven, there are a few instances where your input is required. These situations involve the use of the Extra Charts. They are:

EXTRA POINT: Use this chart after a touchdown if you want to attempt a 1-point conversion. Draw a card and cross-reference the result with the team's X rating under the EXTRA POINT column. Read across to the result; if the action number is less than or equal to the GOOD RANGE, the extra point is successful. Until 1897, the 2-point chart is used for PATs.

2 POINT CONVERSION: Use the same procedure as in the 1 point conversion.

ONSIDE KICK: You may call for an onside kick late in the game when trailing. If the number is less than or equal to the RECOVERED WITH number, the kick is recovered. Proceed with a drive chart result.

RUN OUT THE CLOCK: You may choose this option with 0, 1 or 2 minutes remaining in a half. If the drawn number is less than or equal to the SUCCESS ON number, time in the half expires.

4TH DOWN CONVERSION: You may choose this option only if the drive chart result is DOWNS. If the drawn number is less than or equal to the GOOD number, a 4th down situation has been converted. The team gets another drive chart draw. This may not be used before 1906.

HURRY-UP OFFENSE: This option comes into play with 0, 1 or 2 minutes remaining in a half. If a drive chart result results in a TD or FG, but the time consumed by the drive is more than remains on the time track, draw an action card. If the drawn number is less than or equal to the SUCCESS ON number, the TD or FG is counted and the half ends. If the drawn number is not less than or equal to the SUCCESS ON number, the team does not score and the half ends.

SCORING: The following chart will be used to determine the points scored for various years:

	TD	FG	PAT	SAF
1869-1882	1	1	1	1
1883	2	5	4	1
1884-1897	4	5	2	2
1898-1903	5	5	1	2
1904-1908	5	4	1	2
1909-1911	5	3	1	2
1912-1921	6	3	1	2

Note that the 2 point PAT is not used until 1958.

RULE CHANGES BY YEAR

1869-1875: During these years, football was a ‘kicking’ game. To score a goal, a drive result must first be either a TD or a FG (not FGA). An action card is then drawn; the result is cross-referenced with the kicking team’s X rating using the 2 point conversion chart. If the number is less than or equal to the given number, a point is scored.

PATs were not mandatory during these years. This led to teams intentionally missing PATs in an effort to score another goal. Up until 1876, the team scoring points retained possession of the ball on the ensuing kickoff.

Starting in 1883, PATs were mandatory. Tie breakers were introduced. Tie-breaker innings were timed at 15 minutes.

Starting in 1892, if a PAT was missed, the opposing team took possession at midfield.

From 1869-1881, any result other than a TD, FG or PUNT results in a loss of possession. From 1882-1905, results are as above, except that a drive result of DOWNS also causes a loss of possession.

The forward pass is introduced in 1906; until this point all drive chart results of INT are simply treated as a loss of possession.

INTER-DIVISION PLAY/TEAM RATING FORMULAE: To conduct games between teams in different divisions/classes, the following scheme is used:

D1 TEAMS		1
D2 TEAMS		2
D3 TEAMS		3
LARGE INDIAN SCHOOLS		4
NAIA		4
LARGE MILITARY ACADEMIES		4
JUNIOR COLLEGES		4
COMMUNITY/CITY COLLEGES		4
BUSINESS SCHOOLS		5
MILITARY BASES, NTS, ETC.		5
PAROCHIAL		6
TOWN TEAMS, ATHLETIC CLUBS, YMCA		6
VARSITY, ALUMNI		6
JV, FRESHMAN, "B" TEAMS, RESERVES		7
HIGH SCHOOLS, PREP SCHOOLS		8
OTHER SCHOOLS		*

The numbers assigned each type of club are a divisor for the team's O rating, and a multiplier for the team's D rating. Division I teams never suffer a modification.

Example:

1906 Gainesville Athletic Club (modifier 6) vs. 1906 Navy (modifier 1)

Gainesville O=4 D=27; $4/6 = 1$, $27*6 = 162$

Navy O=106 D=1 (no modifications)

S calculations:

Gainesville AC: $1+1=2$, $2/2 = 1$

Navy: $106+162=268$, $268/2=134$

Note that the chart lists “other schools” with an asterisk rating. Use your best judgment for those clubs which don’t seem to fit into a broad category. This would include defunct teams who played for a moderate number of seasons, in addition to smaller Indian & Military Academies. Such a team would likely be given a modifier of 5. Adjust accordingly. Some notes:

“Large” Indian & Military schools can be spotted by the number of seasons they played. For example, Augusta Military Academy has 7 seasons of data. This is probably not enough to qualify it as a Large school.

Business Schools: This category holds a great number of teams: Medical, Dental, Hospitals (non-military), Veterinary, Agricultural Schools, Law Schools, etc.

Military Bases, etc: There are lots of these; easy to spot as most only played during wartime. Naval Air Stations, Infantry clubs, Battleship teams, Marine clubs, Ambulance corps, air fields (fields); these are some examples.

High School teams are included, since many college teams regularly played season games against local high schools.

Larger foreign schools should be given a modifier between 3 & 4. Adjust for smaller clubs.

The Parochial category also encompasses special type schools, such as schools for the deaf, schools for mutes & normal schools.

Teams which only appear in 1 or 2 seasons and do not fit easily into one of the prescribed categories should be given a modifier of 8.