

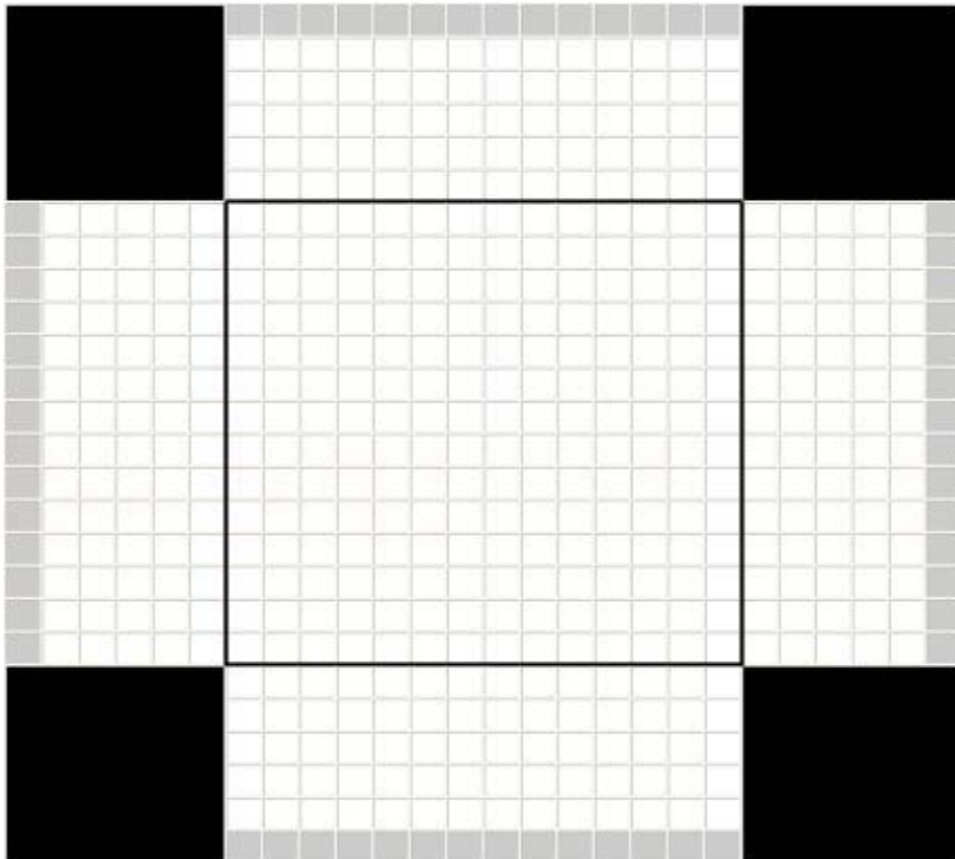
# 4 Way Death Bowl

## THE PITCH & SETUP

4 Way Death Bowl is played on a specially designed pitch (see below) with four teams and two balls. The teams line up on or behind the line of scrimmage in their own randomly determined End Zone section. They must have at least three players on the line. There is no kick-off. The balls are placed in one of the four center squares, randomly chosen (D4). The last line of squares in each End Zone section is the End Zone. To score you must get a standing model with a ball into the End Zone opposite from your starting position.

Roll a D6 to determine which team goes first, and continue clockwise from there. It is a mad rush for the ball, and Nuffle help the poor creature who gets it!

## DEATH BOWL FIELD



## BLOCKS & FOULS

Once a coach declares a block or foul, and only after he has declared it, any opposing players may declare an assist, for either side. Consistency of choice is not required.

## HEALING

No Apothecaries or Regeneration are allowed in the Death Bowl.

## DEATH BOWL REFEREES

There are no referees in the world crazy enough to come onto the pitch in a Death Bowl. No penalties are ever called, except Illegal Procedures.

## BALL HANDLING - Passing, Handoff's & Interceptions

Since there are 2 balls in play special consideration needs to be taken in respect to ball handling. If a team is so lucky as to be in possession of more than 1 ball during it's own team's turn, that team may pass each ball once. They may also hand-off each ball once. A team may not, however, pass or hand-off the same ball more than once in the same turn, as in the standard rules of the game.

The ball may at no time be passed across the stands from one endzone section to another. In other words,if you look at the field layout below, you can not pass a ball across any of the four black corner squares. To say it a third way, when passing a ball, the entire path of the ball must be on playable Pitch area.

Interceptions also need special consideration. Lets say in a game, Player 'A' decides to throw a pass. After measuring the distance we see that more than one player from more than one (or two) teams are eligible to intercept it. Please refer to the diagram below.

A=passer from team A  
B=player from team B  
C=player from team C  
D=player from team D  
Z=catcher from team A

A-----C---D---B--Z

In such instances all three, players C D & B, get a chance to intercept starting with player C. If C fails to intercept then D has a chance and so on. Each opponent gets it's chance at the interception in turn and since there are three different opponents there's the possibility to have three interception attempts as in your example above.

Now if the case was..

A-----C--D---C---Z

Team C would only get the one interception attempt. It should be noted though that team C does

not have to attempt the interception with the first player C. Team C may elect to not attempt to intercept with his first player, allowing team D to try at the interception first. Should team D fail the interception attempt then team C may attempt to intercept with it's second player.

If somehow it worked out that two players from opposite teams were of equal distance from a chance at interception, such as two players that have Pass Block, roll a D6 to determine who goes first. High roll wins.

No player may at any time be in possession of more than one ball. If a ball is passed to a player that already has a ball the ball may not be caught and scatters one square. That would also be considered a turnover as a player failed to catch a pass. Should a player already carrying a ball move into a square where the ball has come to rest the ball scatters one square. This is not a turnover. The player may not drop the ball he has to attempt to pick up the other.

### **SCORING**

Since there are two balls in play there must be given special consideration to scoring. Only one score may be recorded per drive. Thus the first player to cross into the endzone directly across from his own, while standing and holding the ball, has scored. Once a player has scored the drive ends. If a team is in possession of both balls in the turn that they scored they may only score with one of them. You may, however taunt and laugh at your opponents for letting you have both balls and score.

### **WINNING & OVERTIME**

The team that scores the most is the winner. The game cannot end in a tie. Game play will continue into sudden-death overtime until a clear winner is determined or three coaches concede. That overtime will be conducted by the rules that follow.

Coaches not wishing to continue into overtime have the option to concede the match.  
Overtime is fast and hard hitting. The fans want results and they want them now!

Game play for overtime is not limited to 8 turns per half. Overtime game play will not reset until a winner has been determined. This means that there are no "halves" in overtime, it is simply one continuous drive until a winner is determined. It also means that there is no chance to refresh the players that are on the field.

Each teams starts the overtime drive with a ball given to a player of their choice. No balls are placed at center field at the start of overtime. After every 4th round of play a new ball will be added to play. A tournament referee will roll a d4 to randomly determine during which of the next 4 turns the ball will appear. The roll will be kept secret until it's time to drop the ball onto the field. The ball will appear at one of the center 4 squares of the field. Determine which square randomly.

If a touchdown is scored but a winner has not yet been determined game play does not reset. The ball that the player who scored was carrying is returned to one of the four center squares.

Determine which square randomly. As always a team's turn is ended when they score a touchdown. Players do not reset their positions. Game play simply continues with the next coach's turn with the players in the same positions they were in when the TD was scored.

Coaches must use a 3 minute clock to time their turns during Death Bowl overtime.