

BLOODBOWL

BASEMENT LEAGUE AUGSBURG

LIGA-REGELN Saison 2020

TEAM ERSTELLUNG

Jedes Team hat einen Teamwert von max. 1.000.000 GS.

Das Budget von 1.000.000 GS kann für Folgendes aufgewendet werden.

- 11-16 Spieler
- 0-8 Re-Rolls
- 0-1 Apothecary (falls die Rasse es zulässt)
- 0-9 Cheerleader
- 0-9 Assistant Coaches
- 0-9 Fan Factor

Es müssen mindesten 11 Spieler gekauft werden. Nicht aufgewendetes Gold bleibt in der Teamkasse.

Die NAF-TEAMS "Slann"/ "Kislev", "Deamons Of Khorne" und "Bretonnian" sind zusätzlich zu den Teams aus dem Regelwerk, DeathZone 1, DeathZone 2 (bzw. "Bloodbowl Almanach") und "Teams Of Legend" zugelassen.

LIGA-BETRIEB

Vorrunde:

Es wird in 5 Divisionen a 6 Coaches gespielt.

Bei 30 Coaches sind das 5 Spiele.

Playoffs:

Playoffs werden komplett ausgespielt.

Dies bedeutet, dass jedes Team nochmals weitere 5 Spiele zu bestreiten hat.

Die beiden besten 1.-platzierten Teams erhalten ein Freilos und werden dem „Baum nach oben“ zugewiesen.

[Tie-Breaker: Liga-Punkte, TDs (netto), CAS (netto), Münzwurf]

Freilos: 2 x Winnings (1 x Re-Rollbar); 2 TDs (1/3); 2 Cas (1/3); 1 MVP

Insgesamt werden also 10 Spiele gespielt. Die Saison endet somit voraussichtlich Januar 2021.

Die Teams können in die beiden kommenden Saisons übernommen werden.

Laufzeit beträgt somit insgesamt 3 Saisons.

Die Organisation der Liga wird über die Plattform OBBLM durchgeführt. (www.block-club.de/lm). Neuerungen aus den Spike-Magazinen (o.ä.) werden in der Liga erst verfügbar sein, sobald entsprechende Updates für die OBBLM-Plattform zur Verfügung stehen.

Eine Kopfgeld-Liste wird nicht zum Einsatz kommen.

ÜBERGANG IN NÄCHSTE SAISON

Die Team-Übernahme erfolgt gem Death Zone 1. (Siehe gesondertes Dokument)
Da die 3 Saisons wie eine Art Kampagne zu sehen sind, werden die Anfangs-Gehälter gestaffelt gesteigert:

SAISON 2021

Team- Erstellung "übernommene Teams":

Stelle dein nach den Regeln „Teamerstellung“ (oben) zusammen. Dir stehen jedoch 1.100.00 GS zzgl. Boni zur Verfügung. (Die Boni beziehen sich auf die vergangene Saison)

Team-Erstellung "neue Teams":

Stelle dein nach den Regeln „Teamerstellung“ (oben) zusammen. Dir stehen jedoch 1.200.00 GS zur Verfügung.

SAISON 2020

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Stelle dein nach den Regeln „Teamerstellung“ (oben) zusammen. Dir stehen jedoch 1.200.00 GS zzgl. Boni zur Verfügung. (Die Boni beziehen sich auf die vergangene Saison)

Team-Erstellung "neue Teams":

Stelle dein nach den Regeln „Teamerstellung“ (oben) zusammen. Dir stehen jedoch 1.300.00 GS zur Verfügung.

ANREIZE

Es stehen die Anreize aus dem. Head Coach Handbook 2019 zur Verfügung.
Analog zu den NAF-Turnier-Regeln ist der Sportzauberer nicht zugelassen.
Siehe gesondertes Dokument.

STARSPIELER

1. Für Anreize können alle Starspieler gem. NAF und GW (inkl. Spike Magazine) gewählt werden. (Siehe gesonderte Liste)
2. Starspieler sind für Stunty-Teams in **allen** Matches (auch Play-Offs) zugelassen.
3. Starspieler für alle anderen Teams sind in allen Matches ausser Halbfinale und Finale zugelassen.

Stunty-Teams sind:

- a. Goblins
- b. Halblinge
- c. Oger mit maximal 4 Ogern. Davon darf einer ein „Runt Punter“ sein
- d. Underworld ohne Skaven
- e. Echsenmenschen ohne Sauri

Teams müssen von Anfang an als Stunty-Teams deklariert sein. Ein Team, das nachträglich die Parameter eines Stunty-Teams erfüllt, (weil evtl mehrere Oger verstorben sind) wird nicht als Stunty-Team eingestuft. Ein Stunty-Team kann nicht nachträglich zu einem „normalen Team“ umgestuft werden.

SONSTIGE HAUSREGELN

Regeln gemäß BB-Regelbuch 2016, "Teams of Legends", "Deathzone Season 1" und "Deathzone Season 2".

Zeitlimit pro Zug: Kein Zeitlimit.
Sonderkarten: Kommen nicht zum Einsatz.

Zugverlust aufgrund Vergessen des Weiterziehens v. Turn-Marker kommt nicht zum Einsatz.

Freundschaftsspiele:

Freundschaftsspiele, welche ausserhalb der Liga durchgeführt werden, sind für die Liga nicht relevant. Es gibt für die Teams keine SSP, Fan-Faktor, Geld oder dergleichen.

Skill-Ringe:

Bitte Skills immer mit Ringen oder dergleichen gem. NAF-Vorgaben kenntlich machen:

Blau = Block

Grün = Guard

Gelb = Dodge

Rot = Gefahr ! (Mighty Blow, Frenzy)

Sollte Ihr keine Ringe haben, leiht euch sicher ein wohlgesonnener Coach ein paar Ringe.

Verpasster Spieltag:

Sollte ein Team an einem Liga-Tag verhindert sein, muss dieses Team sein Spiel bis zum nächsten Spieltag nachholen.

Der jeweilige Trainer muss sich um das Nachhol-Spiel kümmern. Sollte das Spiel bis zum folgenden Spieltag nicht nachgeholt worden sein, gilt das Spiel für den verhinderten Coach als aufgegeben.

Sollten Sie beide Coaches auf ein unentschieden einigen erhält jedes Team Einnahmen in Höhe eines W6 (ohne Re-Roll) sowie einen zufällig ermittelten MVP (1 aus 3).

Die Regeln für Aufgabe sind dem Regelwerk Death Zone 1 zu entnehmen.

Neu in die laufende Liga einsteigen:

Im laufenden Betrieb können unter normalen Umständen leider keine neuen Coaches der Liga beitreten. Gerne kann man sich für die kommende Saison vormerken lassen.

Hierfür bitte Kontakt zum Commissioner aufnehmen.

Team-Wechsel während dem Liga-Betrieb:

Es darf maximal ein Team-Wechsel pro Team und Saison stattfinden.

Es darf nicht die gleichen Rasse gewählt werden. Nach der Vorrunde sind keine Teamwechsel erlaubt.

Die Spielergebnisse der bis dato durchgeführten, bestehenden Teams bleiben wie ausgetragen.

Für das neue Team gelten die bis zu dem Spieltag durchgeführten Spiele als nicht bestritten (keine Punkte / TDs / Fan Faktor / SPP usw.).

Die Regeln für die Team-Erstellung gelten wie oben beschrieben "Team-Erstellung".

"Kostspielige Fehler":

Ab einer Teamkasse von 100.000 muss in der Phase 5 der Post-Match-Sequenz (also nach dem Feuern und Einkaufen von Spielern) auf kostspielige Fehler gewürfelt werden.

(Siehe Regelbuch Seite 25).

Sollte das Würfeln auf "kostspielige Fehler" nicht bis spätestens VOR der Anreize-Phase des

folgenden Spieltages erledigt sein, fällt eine **Strafe von 30.000 GS** an. Der Würfelwurf muss nachgeholt werden.

Optionale Regeln:

Kommen nicht zum Einsatz. Ausnahme ist "Ansteigende Ausgaben". (Aus Death Zone 1)

→ **Ansteigende Ausgaben:**

Regeln zu Ansteigende Ausgaben [optional, DZ1]

Wenn Teamwert $\geq 1.750.000$ £ → - 10.000 £ Abzug bei Einnahmen

Je 150.000 £ (ab 1.750.000) → - 10.000 £ Abzug

Unentschieden nach regulärer Spielzeit: [betrifft Play-Off Spiele]

Es gibt **eine weitere Hälfte**, welche 8 Turns beinhaltet. Per Münzwurf (oder Würfelwurf) wird entschieden, wer kickt / empfängt.

Re-Rolls werden nicht "aufgefrischt". D. h. Die Re-Rolls kommen nicht, wie gewöhnlich nach einer Halbzeit, zurück.

Das Spiel ist nicht vorbei, wenn ein Touchdown fällt, wird sonder dessen bis zum Turn 8 (bzw 24) zu Ende gespielt.

Sollte danach immer noch kein Sieger gefunden worden sein, entscheidet der Münz- oder Würfelwurf über Sieg oder Niederlage. Der Sieger daraus erhält einen zusätzlichen TD, welcher zufällig auf einen Spieler ausgewürfelt wird.

Piling-On / Zerquetschen:

Gem. den aktuellen Regeln (Head-Coach Handbook 2019) ist der Skill „Piling On / Zerquetschen“ erlaubt und keine optionale Regel.

Dieser ist gem. den offiziellen GW-Regeln zugelassen.

Beschreibung „Piling On“ (Zerquetschen): [Stärke Skill]

Anwendbar nachdem der Spieler einen Block infolge einer Block- oder Blitz-Aktion durchgeführt hat, sofern der Gegner „knock Down“ ist und der Spieler danach neben dem Gegner steht.

Es kann ein Team-Re-Roll verwendet werden, um den Rüstungs- oder Verletzungswurf zu wiederholen.

Danach wird der Spieler in dem Feld, in er steht, auf den Rücken gelegt.

Für den Spieler selbst wird kein Rüstungswurf durchgeführt und es gibt keinen Turnover, außer der Spieler hatte den Ball.

Piling On (Zerquetschen) kann nicht in Verbindung mit „Stab“ oder „Chainsaw“ angewendet werden.

Wenn ein Spieler mit dem „Loner“-Skill versucht „Piling On“ einzusetzen, muss er einen W6 werfen.

Bei 1-3 ist der Team-Re-Roll verschwendet und Piling On kommt nicht zum Einsatz.

(Der Spieler bleibt stehen, es wird kein Rüstungs- oder Verletzungswurf wiederholt)

„Zu viele Spieler auf dem Feld“:

Es finden die NAF-Turnier Regeln Anwendung:

Sollte ein Team zu viele Spieler aufstellen und der Kick-Off durchgeführt sein, darf der Gegner einen Spieler seiner Wahl entfernen und in die Reserve-Box stellen.

NAF REGEL-KLARSTELLUNGEN

Die NAF-Regel-Klarstellungen finden bei uns in der Liga Anwendung:

<https://www.thenaf.net/blood-bowl/rules/clarifications/>

Bei Unstimmigkeiten zwischen den Regeln gilt folgende Rangfolge:

1. Liga-Regeln Block Club
2. Regeln GW (Regelbuch, Death Zone 1 und 2...)
3. NAF Regel-Klarstellungen

If you want to house rule any of these you are free to do so, but these clarifications are designed to help clear provide clear guidelines; for example in NAF tournaments where speed of play is important.

Inducements

The inducement process is best understood via an example. A 1,340,000 TV Human team (the *overdog*) is playing a 1,200,000 TV Orc team (the *underdog*). The difference in TV is 140 k.

- If neither team spends any money, the Orcs get 140 k in inducements.
- If the Orcs spend money, they get no benefit unless they spend 150 k or more. If they do this, they become the *overdog*, and the Humans get the amount they have spent, minus 140 k.
- If the Human team decides to spend money in order to get inducements, for example 100 k to get an extra Apothecary, the Orc team then gets 240 k in inducements. Then if the Orc team spends up to 240 k this has NO EFFECT. If the Orc team spend e.g. 300 k, then it gets 300 k in inducements, and the Human team gets 60 k in inducements (300 k – 240 k).
- In summary, the “free” inducement money that each team gets is equal to the difference in TV after each team has decided how much money to spend. The *overdog* chooses first.

The Throw-in Template

The rulebook is actually very clear on this. Place the template with the ball picture on the last square the ball was in on the field and count 2D6 squares. Count the ball picture as the first square. The



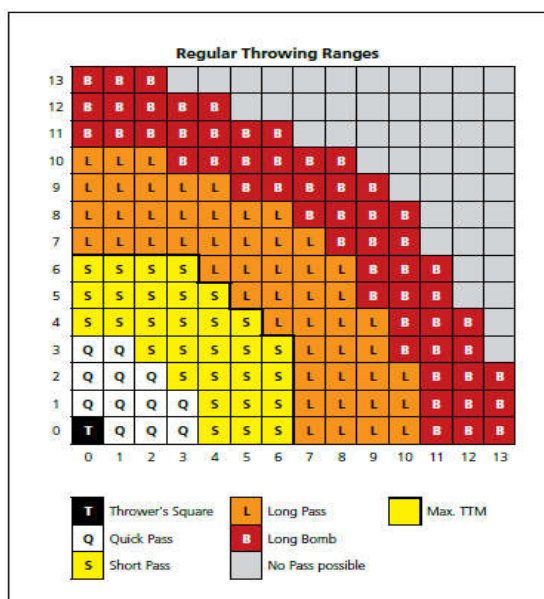
only problem is what happens if the ball bounces diagonally off from the very corner. This is not covered in the rulebook, so you have a few “house rule” choices:

1. Always play it that it counts as going off the sideline rather than the back line.
2. Use the template to the right (French, originally, thanks to ssb).
3. Use a similar template but with a D8 and the choices or 1-2, 3-6 and 7-8.

Tentacles/Shadowing

The roll for these are very similar, but based on Strength or Movement. Assuming that the player with the skill is stronger/faster. You simply roll 2D6 to escape, and subtract the difference in the characteristic. For Tentacles, the result needs to be 6 or more to escape, for shadowing, the result needs to be 8 or more to escape. Tentacles happens before the Dodge roll, and Shadowing after the Dodge roll, so Shadowing has an interesting interaction with [Diving Tackle](#).

Also on Tentacles, if a player fails a Tentacles roll their action ends immediately, so the player may not pass, foul, blitz, hypnotic gaze, bite etc.



Using the Range Ruler

An accurate to BB2016 passing template is included to the right. Please note that the ranges have changed slightly between CRP and BB2016, and you may own a pitch or another tool with an old, CRP range chart on it.

The best way to work out whether a player is eligible for an interception is to use the range ruler/passing template. The correct interception eligibility can only be measured by using the BB2016 template on the BB2016 pitch. It has been noted that commonly used interception apps are not all accurate, and caution is advised when using these tools.

Using a Team Re-roll

More scenarios to be added!

Scenario	Can you use a Team re-roll?	Reason
Wizard roll	No	Re-rolls have to be used by players on the pitch
Catching a kick-off	No	It is between turns
Armour rolls	No	No re-roll on armour
During a Blitz Kick-Off Result	Yes	It is an extra team turn

Bribes/Argue the Call

- You can use as many Bribes as you want on the same sending off, so if the first one fails you may immediately use another.
- When using a Bribe to avoid a Secret Weapon sending off, you roll for a Bribe BEFORE you roll for a KO. The Bribe is at the end of a drive and the KO is at the beginning of the next one, technically.
- You can only be sent off once per foul, so if the Armour and Injury roll are both doubles, that is only one sending off, so only one Bribe is required. This is because of the and/or in the Foul Action description.
- Following a sending off, you may choose in which order you Argue the Call or use a Bribe, and if one fails, you may use the other!
- If a sending off is successfully argued via Argue the Call, the player is sent to the reserves box instead of sent off, but there is a turnover.
- If a Secret Weapon is sent off following a foul, a successful Argue the Call places the player in the reserves box. This does not protect the player from being sent off again at the end of the drive; following a touchdown or at the end of a half, the player is sent off again as normal because he participated in the drive.

Apothecary (Apo)

- You have to use the Apo before any Regeneration roll.
- Teams with players that start with Decay cannot have an Apothecary, so there is no interaction.
- In a resurrection tournament, the Apothecary works the same way, but as you only care if it is Badly Hurt or worse than that, the use can be simplified slightly. You roll for the injury. If this is a Badly Hurt, you can use the Apo to place the player in reserves. If the injury is worse than Badly Hurt, you can use the Apo to re-roll it, and if the second is Badly Hurt then the player is placed in reserves. If neither roll is Badly Hurt the player is out for the game.

Actions

- You must declare your action before doing something with that player. In tournaments, you may usually declare an action as long as you have not rolled any dice. This also goes for taking moves back.
- You may declare a Blitz and then not block as part of the Blitz. This is useful for moving Wild Animals.
- You may only declare a Block if there is an adjacent standing player. This one has not been fully clarified but if you want a ruling go with this one. Once you have declared a Block and

rolled any associated dice (Jump Up, Wild Animal) you have a choice about whether to actually do the Block.

Unclear Situations

If a situation comes up that is not explicitly covered in the rules, it is up to you to decide how to deal with it. For example:

- If there are 12 players on the pitch, you can remove one randomly, choose one to remove, or restart the drive/game. You decide!
- If the ball is in the corner and goes off the pitch in the corner, you decide how to use the throw-in template (hint: it's random, so it doesn't matter!)
- If there are two possible interpretations of a rule and you want to speed up play, simply roll a dice in game to decide which one is correct then check later. Remember it's only a game!

Throw Team-Mate (TTM)

This is a combination of the skills "Throw Team-Mate" and "Right Stuff". The process for throwing a Team-Mate is as follows, and is illustrated to the right – click to make bigger:

1. Declare the Pass Action. Note that you cannot Pass the ball and TTM in the same turn, and if you fail Bonehead/Really Stupid you lose your Pass Action.
2. Roll Bonehead/RS/Take Root.
3. Move next to a player with Right Stuff
4. Declare where you will throw to. This can be 6 squares forward and 3 to the side for a Short Pass. You may throw directly at a player.
5. Roll for Always Hungry if using a Troll.
6. Roll not to fumble. For a Quick Pass or Short Pass with Strong Arm/Accurate this is 2+, for a Short Pass it is 3+. Disturbing Presence, Very Sunny and tackle zones make these rolls harder.
7. If you fumble, roll to land.
8. If you do not fumble, scatter the landing square 3 times. TTM cannot be accurate. If any of the scatter takes you off the pitch, you are thrown off the pitch.
9. If you land in an empty square, make a landing roll.
10. If you land on a player, that player is Knocked Down, and the thrown player is scattered once and then Place Prone and must roll for armour/injury, but this is not a turnover unless the player that was landed on was on your own side (or the thrown player was holding the ball)! If you land on a second player, he is not affected, continue scattering until you hit an empty square.

NB Agility is not mentioned at all in the above! It is irrelevant to Throwing a Team-Mate, unless you are the player being thrown, of course...

Base Size

Base size has been irrelevant to game play since the 3rd edition. Often the S5 players with Loner come on 40 mm bases, but as the standard squares of the CRP edition and earlier (still used by many coaches) are 28 mm, lots of coaches use 30 mm or 25 mm bases for these players too. Alternatively, some leagues (notably Thunderbowl in Canada) use 40 mm squares for their pitches. BB2016 has 34 mm squares, but base size remains irrelevant.!

Stunty

If for some strange reason you end up with a player that has Stunty and Thick Skull, then the Injury Table becomes:

2-6 Stunned, 7 – KO, 8 – Stunned, 9 – Badly Hurt, 10+ Casualty

Stunty and Thick Skull have [no effect on Stab rolls](#), however.

Diving Tackle

In common with other skills, DT use is decided after the Dodge roll, and has an interesting interaction with shadowing so this is included. The sequence is this:

1. Player is going to dodge and makes a Dodge roll.
2. You decide to use Diving Tackle or not after seeing the Dodge roll
3. The Dodge is re-rolled if applicable
4. If DT was used on the original roll it still applies, if it was not you decide to use DT or not
5. Dodge resolves and player moves out of one of your TZ (either through failure or success)
6. Shadowing is now triggered, as the player has moved out of a TZ
7. If you used Diving Tackle ... end the process here as you are Prone and cannot use Shadowing. Equally, another player cannot use Shadowing as the square is now occupied.
8. If you did not use Diving Tackle, you may now use Shadowing whether the player succeeded or failed at his Dodge roll (this is part of cleaning up outstanding items when a turnover occurs).

Diving Tackle may be used as part of the Pass Block sequence.

Diving Catch (DC)

- - If a player on the kicking team uses DC to catch the kick-off in their own half, this counts as a touchback.
 - If you throw an accurate pass to a square adjacent to a player with DC, that player gets +1 to catch because it is an accurate pass, so e.g. AG3 would catch on a 3+. If the catch is successful, however, the thrower does not get SPPs.
 - As per the rulebook, if the ball is thrown accurately to a player in the target square, the player in the target square with Diving Catch gets +2 in total, so AG3 catches on 2+.
 - The line about two players using Diving Catch only applies to two players on opposite teams. If the players are on the same team one of them can elect not to use it.

Ball and Chain (B&C)

- If a player moves into a Prone player and pushes them backwards, they may not use Mighty Blow on the Armour/Injury roll.
- If a player on your own side is Prone and the Fanatic hits them, that is not a turnover.
- As a B&C player has No Hands, if they move on to the ball it bounces and it is a turnover.
- If a B&C player has Wrestle used against him, he has to roll for injury.
- The B&C player has to use all of his movement, and may GFI for extra movement.
- If a B&C player goes for a GFI you [roll direction first](#), then resolve the block, then roll the GFI.
- You [may use a re-roll](#) on the direction of movement roll.
-

Really Stupid (RS)

- Players who have lost their Tackle Zones through Hypnotic Gaze and Bonehead can still help a Really Stupid player to take actions on a 2+.
- Players with the Really Stupid skill may not give instruction to other RS players.
- Players who have lost their tackle zones through RS, Bonehead, HG, etc. may not use Tentacles or Shadowing.

Pass Block (PB)

- A player with Pass Block may use it when the opponent is doing a Hail Mary Pass if the player with Pass Block could get to the target square of the Hail Mary Pass or adjacent to the thrower.
- Diving Tackle can be used during PB.
- Shadowing may not be used during PB.

Stunned Players

If a player is Stunned and then gets hit on their own turn e.g. by a Fanatic or Bomb and the player's armour is not broken, they do not revert to being Prone. They stay Stunned. If the armour is broken and a Stunned result is rolled, the player will not roll over at the end of their turn, but will miss the next turn.

Break Tackle (BT)

- You choose to use BT after seeing the result of the Dodge roll (in common with MB, DT etc). Thus an Ogre can dodge, roll a 5, not use BT, then use it later in the turn.
- Strength 7 is no better than Strength 6 for dodging purposes, as the Agility table only goes up to 6. Therefore a S7 dodge with BT into 4 TZs would be on a 4+ (Agility makes it 1+, 4TZ makes it 5+, Dodge modifier makes it 4+).

Kick-Off

On a Kick-Off, the following are touchbacks:

- Perfect weather is rolled, and the ball scatters twice. If either scatter takes it off the pitch or into the kicking team's half, this is a touchback.
- Quick Snap is rolled, and a player with Diving Catch moves into the kicking team's half then attempts to catch the ball. The ball may then be given to any player on the receiving team, as per the touchback rules. NB it does not matter if the catch is successful or otherwise.

If a Quick Snap is rolled, skills are ignored, so negatraits are not rolled, and Ball and Chain players choose an empty square to move in to.

If a Pitch Invasion stuns the entire receiving team, the rules do not state what to do. You can place the ball in the centre of the receiving team's half or give the ball to one of the Stunned players, which causes it to scatter, or place the ball in any square in the half. Roll a dice or use some other method to decide which.

Blood Lust/Hypnotic Gaze

- If a player suffers a turnover for whatever reason during a Vampire's move, they may not bite at the end and must therefore leave the pitch.

- You use Hypnotic Gaze before biting a Thrall, so you may Gaze and then be removed from the pitch.
- If you end the turn next to a Thrall you must bite the Thrall, you are not allowed to leave the pitch instead.
- Interestingly, as regards prone use of HG: p.11 of CRP says a player may do nothing before standing, but p.23 says that Extraordinary skills may be used while prone. Other Extraordinary skills (TTM, Stab) have stipulations that you must stand up first, but HG does not. You must use a movement point to blitz with the Stab skill.
- This is therefore a [grey area](#), but there was a [ruling](#) during the development of the FUMBBL tool that it is not allowed, which is also common practice.

Chainsaw

- Chainsaw must be used when fouling. It can stack with Dirty Player, so DP and Chainsaw fouls on a +4.

Regeneration

- When a player has Decay, they roll twice on the Casualty table, and make one Regeneration roll (if applicable). One Regeneration roll cures both results, a failed Regen roll means both results apply.

Journeyman

- Journeyman are optional. You may choose to go into a game with 10 players or fewer.

Star Player Points

- If an accurate pass is caught by the intended receiver in the target square of the pass then the thrower gets 1SPP. This means:
 - If Diving Catch is used to catch a ball thrown to the side, no SPP
 - If the catch is failed, the ball scatters to another player and then back to the intended receiver, 1SPP.
 - Hail Mary Pass gives no SPP (not accurate).

Prehensile Tail

Tails stack, so if there are two tails affecting a square, it will be -2 and so on.

Dump Off

- Animosity does not come into effect on Dump-Off as it only affects Pass Actions.
- A player may not use the Dump Off skill when stabbed or attacked with a Chainsaw.

Leaving a Square

With BB2016, GW clarified the order of dice rolls when leaving a square. This is different to the order in CRP and before:

- 1) Tentacles
- 2) GFI
- 3) Dodge (applying Diving Tackle if applicable)
- 4) Shadowing

Appendix

The maths of the throw-in template in the corner, by cyberedelf:

The quick proof:

Start the template on the sideline.

1/3 down endzone

1/3 diagonal

1/3 swap template direction (this 1/3 is further divided)

1/9 down sideline

1/9 diagonal

1/9 swap template (this 1/9 can be further divided, but we will stop here)

The probabilities of the last 1/9 will be equal to the previous 8 parts of the 9.

This makes the chance of

diagonal $(1+3)/8$ or $1/2$

endzone $3/8$

sideline $1/8$

If the initial template position is random:

diagonal $((1+3)+(1+3))/8/2$ or $1/2$

endzone $(1+3)/8/2$ or $1/4$

sideline $(1+3)/3/2$ or $1/4$

The probability of the ball to going along the diagonal equals the probability of it going down one edge PLUS the probability of it going down the other edge.

And the direction the template is initially placed will make one edge three times more likely than the other.

If the example template were to have correct odds for a random starting positions it should be "1-2", "3-6", and "7-8", and roll a D8.