

SOLITAIRE PLAYCALLING: (Down X Distance) + (OFF index + DEF index)																																		
SHORT						RUN						STARTERS						NICKEL						DIME										
Only on 3rd-1, 4th-1 or 1/2 YL						9 - below						10 - 19						20 - 29						30 - up										
	1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6
1	SL	SL	SL	SL	IL	QP	1	SL	SL	SL	SL	(QP)	QP	1	SL	SL	SL	(QP)	(QP)	QP	1	SL	IL	SP	(QP)	(QP)	QP	1	IL	SP	SP	(QP)	(QP)	QP
2	IL	SL	SL	IL	IL	SP	2	IL	SL	SL	IL	SP	SP	2	IL	SL	SL	SP	SP	SP	2	IL	IR	SP	SP	SP	SP	2	IR	SP	SP	SP	SP	SP
3	IL	IL	IL	IL	IL	SP	3	IL	IL	IL	IL	SP	SP	3	IL	IL	IL	SP	SP	SP	3	IL	SP	SP	SP	SP	SP	3	MP	MP	MP	SP	SP	SP
4	IR	IR	IR	IR	IR	SP	4	IR	IR	IR	IR	MP	MP	4	IR	IR	IR	MP	MP	MP	4	IR	MP	MP	MP	MP	MP	4	MP	MP	MP	MP	MP	MP
5	IR	SR	SR	IR	IR	MP	5	IR	SR	SR	IR	MP	MP	5	IR	SR	SR	MP	MP	MP	5	IR	MP	MP	MP	MP	MP	5	MP	MP	MP	MP	MP	MP
6	SR	SR	SR	SR	IR	MP	6	SR	SR	SR	SR	LP	LP	6	SR	SR	SR	LP	LP	LP	6	SR	LP	LP	LP	LP	LP	6	LP	LP	LP	LP	LP	LP
	1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6
Def	K	K	R	R	N	N	Def	K	R	N	B	M	Z	Def	K	R	N	B	M	Z	Def	N	N	B	M	Z	P	Def	N	B	M	Z	P	P
Key: Run w/key Run: Run defense No: No Strategy Blitz: Blitz Man: Pass/Man-to-man Zone: Pass/Zone Pre: Pass/Prevent																																		

Change Long Pass to Medium Pass between the 6 and 15 yard lines. Change a Long or Medium Pass to Short Pass from 5 yards or closer.

Possible Rating Adjustments (DEF/OFF)										
	None	Run-right key	Run-wrong key	Run	Pass/M2M	Pass/Zone	Pass/Prevent	Blitz		
Run Play	0	2/-2	0	1/-1	-1/1	-1/1	-2/2	-3/3		
Quick Pass	0	1/-1	0	0	1/-1	-1/1	-1/1	0		
Short Pass	0	0	0	0	2/-2	0	0	0		
Medium Pass	0	-1/1	-1/1	-1/1	0	1/-1	1/-1	0		
Long Pass	0	-2/2	-2/2	-1/1	-1/1	1/1	2/-2	0		
Pass Rush	0	0	0	0	0	0	0	3		

GAME CLOCK																												
15:00	14:50	14:40	14:30	14:20	14:10	14:00	13:50	13:40	13:30	13:20	13:10	13:00	12:50	12:40	12:30	12:20	12:10	12:00	11:50	11:40	11:30	11:20	11:10	11:00	10:50			
10:40	10:30	10:20	10:10	10:00	9:50	9:40	9:30	9:20	9:10	9:00	8:50	8:40	8:30	8:20	8:10	8:00	7:50	7:40	7:30	7:20	7:10	7:00	6:50	6:40	6:30			
6:20	6:10	6:00	5:50	5:40	5:30	5:20	5:10	5:00	4:50	4:40	4:30	4:20	4:10	4:00	3:50	3:40	3:30	3:20	3:10	3:00	2:50	2:40	2:30	2:20	2:10			
2:00	1:50	1:40	1:30	1:20	1:10	1:00	0:50	0:40	0:30	0:20	0:10	Down:		1	2	3	4	Quarter:		1	2	3	4	OT				
GAME TIMING												SCORE/TIME ADJUSTMENT CHART					ALIGNMENTS FOR PLAYCALLING					POSITION MATRIX						
40s for all in-bound runs and completed passes 20s for a 1st down that would normally take 40s (inbounds) 20s for plays that result in a change of possession (punt, kick, turnover) 10s for incomplete passes, plays that end out of bounds, infurries, & penalties (except for offsides and false start) <i>Inside runs cannot end out of bounds</i> 0s for field goal attempts & extra points 0s for offsides & false start penalties Timeouts make 40s plays 10s Spiking the ball after a 40s play makes it a 20s play														Scores behind or ahead					RB	LE	RE	OFF		LDE	LDT	NT	RDT	RDE
												QTR	Mins. Left	1	2	3	4	5	BEST	TE1	TE2	< 0	Short	LOB	LIB	MLB	RIB	ROB
												3RD	15 - 0	0	0	0	10	20	BEST	TE2	TE1	0 - 9	Run	LCB	SS	NB	FS	RCB
												4TH	15 - 10	0	0	10	20	30	BEST	WR1	TE1	10 - 19	Starters	Exceptional players (#) for PR and INT are allowed to fill in for players directly in front, back or besides them in the matrix above. In addition...				
												4TH	10 - 5	0	10	20	30	30	RB2	WR2	WR1	20 - 29	Nickel					
												4TH	5 - 2	10	20	30	30	30	RB1	WR1	WR2	> 30	Dime					
4TH	2 - 0	20	30	30	30	30	When asked for blockers, use above based on alignment									LCB can fill in for LIB	RCB can fill in for RIB											

10

20

30

40

50

← Red Zone Adjustments ←

INSIDE BLITZ FOOTBALL

