

☆Timing The Game☆

Play Description	Normal Mode	Hurry Up Mode*	Slow Down Mode*
Run inbounds	40 Seconds - - -	30 Seconds - - - - -	40 Seconds - - - - -
Complete pass inbounds	40 Seconds - - -	20 Seconds - - - - -	40 Seconds - - - - -
Run out of bounds	10 Seconds	10 Seconds - - - - -	20 Seconds - - - - -
Complete pass out of bounds	10 Seconds	10 Seconds - - - - -	20 Seconds - - - - -
Spike pass after inbounds play: Reduce to	20 Seconds - - -	10 Seconds - - - - -	20 Seconds - - - - -
Punt, kick, or turnover	10 Seconds	10 Seconds	10 Seconds
Change of possession	10 Seconds	10 Seconds	10 Seconds
Out of bounds play not described above	10 Seconds	10 Seconds	10 Seconds
Incomplete pass	10 Seconds	10 Seconds	10 Seconds
Play with penalty	10 Seconds	10 Seconds	10 Seconds
Play with injury	10 Seconds	10 Seconds	10 Seconds
Touchdown or safety	10 Seconds	10 Seconds	10 Seconds
Timeout following any play: Reduce to	10 Seconds	10 Seconds	10 Seconds
Timeout following QB kneel down: Reduce to	20 Seconds - - -	20 Seconds - - - - -	20 Seconds - - - - -
SPECIAL: QB Sack Timing:	QB Sack Timing	QB Sack Timing	QB Sack Timing
⇒ A. QB SACK --before last 2 min of 2d, 4th qtrs.	10 Seconds	10 Seconds - - - - -	20 Seconds - - - - -
⇒ B. QB SACK -- in last 2 min of 2d and 4th qtrs.	40 Seconds - - -	30 Seconds - - - - -	40 Seconds - - - - -
Extra point attempts	0 Seconds	0 Seconds	0 Seconds
Field goal attempts with no return	0 Seconds	0 Seconds	0 Seconds
False start and offside penalties	0 Seconds	0 Seconds	0 Seconds
KO TB or OB in last 2 min of 2d and 4th qtrs.	0 Seconds	0 Seconds	0 Seconds
* Hurry Up Mode and Slow Down Mode may only be used with 3 minutes left in first half or 5 minutes left in the game.			
☆ AUDIBLES ☆ Use Slow Down Mode to determine the timing of the play.			

Position Matrix for Pass Rushes and Interceptions

Some defensive players have ratings that look like 6(#). These are only found in the **Pass Rush** and Interception columns of the defense unit rosters. If a **PR** or **INT** check needs to be made and the position listed on the FAC is blank, these players can use their ratings inside the () for a rating check instead. The players are allowed to **fill positions** directly in front, back or beside their current position shown in the matrix. Some of these players can fill diagonally as shown.

*LDE can fill for LIB.	*LDE	LDT	NT	RDT	*RDE	*RDE can fill for RIB.
	LOB	LIB	MLB	RIB	ROB	
LCB can fill for LIB.	*LCB	SS	NB	FS	*RCB	*RCB can fill for RIB.

Solitaire Defensive Unit Determination

Number of Scores by which the Offense Leads or Trails								
Quarter	Time Left	1	2	3	4	5	Time Left	Quarter
3rd Qtr	15 - 0:10 min	0	0	0	10	20	15 - 0:10 min	3rd Qtr
4th Qtr	15 - 10:10 min	0	0	10	20	30	15 - 10:10 min	4th Qtr
4th Qtr	10 - 5:10 min	0	10	20	30	30	10 - 5:10 min	4th Qtr
4th Qtr	5 - 2:10 min	10	20	30	30	30	5 - 2:10 min	4th Qtr
4th Qtr	2 - 0:10 min	20	30	30	30	30	2 - 0:10 min	4th Qtr
Divide the difference in points by 7 to get the number of scores ahead/behind. Round up fractions. Cross index the result with the time remaining. Add the result to unit (platoon) determination number if the offense is behind. Subtract if the offense is ahead.								

Blocking Assignments for RB, LE, and RE

Defense Unit	Key Blocker per FAC			Best: Use blocking rating of highest rated RB not carrying or receiving the ball.
	RB	LE	RE	
Short:	Best	TE1	TE2	RB1, WR1, TE1: Use blocking rating of first non-target player from the left on the team's receiver chart.
Run:	Best	TE2	TE1	
Starters:	Best	WR1	TE1	
Nickel:	RB2	WR2	WR1	RB2, WR2, TE2: Use blocking rating of second non-target player from the left on the team's receiver chart.
Dime:	RB1	WR1	WR2	