





**\* STARTERS \***

**\* SHORT \***

**\* RUN \***

**\* NICKEL \***

**\* DIME \***

**\* DECOY \***

## **\* DECOY \***

## **\* SIDE-LINES \***

- Successful on **ODD** rolls of the **BLUE** die.
- Outside Runs only: “B” and “S” results are halved.
- All Passing plays: “M” and “L” results are halved.  
+1/-1 to defender/receiver ratings.

## **\* HURRY-UP \***

- -10 seconds, except 10-second plays.
- All Passing plays: +1/-1 to defender/receiver ratings.

## **\* MILK-the-CLOCK \***

+10 seconds, except 10-second plays.

## **\* PLAY-ACTION \***

- -1/+1 Def./Off. Key if RUN, KEY INSIDE/OUTSIDE
- +1 Pass Rush if DECOY, MAN-TO-MAN, ZONE

## **\* BLITZ PICK-UP \***

- **MUST CALL: QUICK PASS**
- Any Blitz: -1/+1 Def./Off. Key on Any Pass Play
- No Blitz: +1/-1 Def./Off. Key on Any Pass Play

## KEY INSIDE RUN—Left

[SHORT or RUN Alignments ONLY]

PLAY	[Def/Off Adj]
INSIDE RUN LEFT	+2/-2
INSIDE RUN RIGHT	+1/-1
OUTSIDE RUN LEFT	
OUTSIDE RUN RIGHT	-1/+1
QUICK	
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## KEY OUTSIDE RUN—Left

[SHORT, RUN, STARTER Alignments ONLY]

PLAY	[Def/Off Adj]
INSIDE RUN LEFT	+1/-1
INSIDE RUN RIGHT	-1/+1
OUTSIDE RUN LEFT	+2/-2
OUTSIDE RUN RIGHT	-1/+1
QUICK	+1/-1
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## KEY INSIDE RUN—Right

[SHORT or RUN Alignments ONLY]

PLAY	[Def/Off Adj]
INSIDE RUN LEFT	+1/-1
INSIDE RUN RIGHT	+2/-2
OUTSIDE RUN LEFT	-1/+1
OUTSIDE RUN RIGHT	
QUICK	
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## KEY OUTSIDE RUN—Right

[SHORT, RUN, STARTER Alignments ONLY]

PLAY	[Def/Off Adj]
INSIDE RUN LEFT	-1/+1
INSIDE RUN RIGHT	+1/-1
OUTSIDE RUN LEFT	-1/+1
OUTSIDE RUN RIGHT	+2/-2
QUICK	+1/-1
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## KEY—QB RUN

[SHORT or RUN Alignments ONLY]

PLAY	[Def/Off Adj]
RUN—CORRECT KEY	+2/-2
RUN—INCORRECT KEY	-1/+1
QUICK	
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## KEY—WR RUN

[SHORT, RUN, STARTER Alignments ONLY]

PLAY	[Def/Off Adj]
RUN—CORRECT KEY	+2/-2
RUN—INCORRECT KEY	-1/+1
QUICK	
SHORT	
MEDIUM	-1/+1
LONG	-2/+2
PASS RUSH	

## DOUBLE COVERAGE

[STARTERS, NICKEL, DIME Alignments ONLY]

Place a pawn on the intended receiver (even if decoy)

PLAY	[Def/Off Adj]
RUN	-1/+1
PASS—CORRECT DOUBLE	+2/-2
PASS—INCORRECT DOUBLE	-1/+1

## TRIPLE COVERAGE

[STARTERS, NICKEL, DIME Alignments ONLY]

*\*No Blitzes\**

Place a pawn on the intended receiver (even if decoy)

PLAY	[Def/Off Adj]
RUN	-1/+1
PASS—CORRECT TRIPLE	+3/-3
PASS—INCORRECT TRIPLE	-2/+2

## MAN-TO-MAN

[STARTERS, NICKEL, DIME Alignments ONLY]

PLAY	[Def/Off Adj]
RUN	-1/+1
QUICK	+1/-1
SHORT	+2/-2
MEDIUM	
LONG	-1/+1
PASS RUSH	

## ZONE

[STARTERS, NICKEL, DIME Alignments ONLY]

PLAY	[Def/Off Adj]
RUN	-1/+1
QUICK	-1/+1
SHORT	
MEDIUM	+1/-1
LONG	+1/-1
PASS RUSH	

## PREVENT

[DIME Alignments ONLY]

PLAY	[Def/Off Adj]
RUN	-2/+2
QUICK	-1/+1
SHORT	-1/+1
MEDIUM	
LONG	+2/-2
PASS RUSH	-1

## Inside SAFETY BLITZ

[Any defense except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	+1/-1
OUTSIDE RUN	-1/+1
QUICK	SS and FS (missing keys) lose rating
SHORT	
MEDIUM	
LONG	
PASS RUSH	+2

## MLB BLITZ

[Any alignment with MLB except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	
OUTSIDE RUN	
QUICK	
SHORT	MLB (missing key) loses rating
MEDIUM	
LONG	
PASS RUSH	

## OLB BLITZ

[Any alignment with OLB(s) except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	-1/+1
OUTSIDE RUN	+1/-1
QUICK	-1/+1
SHORT	ROB & LOB (missing keys) lose rating
MEDIUM	
LONG	
PASS RUSH	

## Linebackers BLITZ

[Any alignment with LB(s) except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	+1/-1
OUTSIDE RUN	-1/+1
QUICK	-2/+2
SHORT	LBs (missing keys) lose rating
MEDIUM	
LONG	
PASS RUSH	

## Maximum BLITZ

[Any alignment except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	+2/-2
OUTSIDE RUN	-1/+1
QUICK	-2/+2
SHORT	LBs, FS, SS (missing keys) lose rating
MEDIUM	
LONG	
PASS RUSH	

## Outside SAFETY BLITZ

[Any defense except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	-1/+1
OUTSIDE RUN	+1/-1
QUICK	SS and FS (missing keys) lose rating
SHORT	
MEDIUM	
LONG	
PASS RUSH	+2

## ILB BLITZ

[Any alignment with ILB(s) except SHORT]

PLAY	[Def/Off Adj]
INSIDE RUN	+1/-1
OUTSIDE RUN	-1/+1
QUICK	-1/+1
SHORT	RIB & LIB (missing keys) lose rating
MEDIUM	
LONG	
PASS RUSH	