



FTP Sports Games

SIDELINE FOOTBALL

GAME INSTRUCTIONS

Feel The Pulse of the Game

SIDELINE FOOTBALL



OVERVIEW

SIDELINE FOOTBALL by FTP Sports Games is a simulation/re-creation of the game of football using individual player cards, reference charts and random numbers to produce on-field results. The game is designed to be a realistic representation of past, present and fictional football seasons in the three main phases of the game: offense, defense and special teams. SIDELINE FOOTBALL is designed for both solitaire and head-to-head play. This file gives instructions for both methods of game play and provides example pictures of card layouts for visual references.

Recently on ESPN, former Baltimore Ravens linebacker Ray Lewis said:

"[Football] was created one way: win your one-on-one battles. The essence of the game is that you line your eleven up, I line my eleven up. You call your best play, I'm going to call my best play. And the best team and the best side of the ball wins.

The game is won through one-on-one battles."

SIDELINE FOOTBALL is a team game based upon individual players performing an action, winning matchups or one-on-one battles. A team with better players will more consistently, but not always, win more of these matchups, greatly increasing the overall likelihood of winning the game.

SECTIONS

- 1) Getting Started/Setup
- 2) PLAY RESULT CARDS, the SIDELINE FOOTBALL GAME CENTER, and INDIVIDUAL PLAYER ACTIONS
- 3) Offensive and Defensive Play Calling
 - A) Offensive and Defensive Packages
 - B) Offensive Play Calls
 - C) Defensive Play Calls and Defensive Coordinators
- 4) Snapping the Ball
- 5) The Running Game
- 6) The Option Game
- 7) The Passing Game
- 8) The Screen Game
- 9) The Red Zone

PLAY RESULTS INVOLVING CHARTS

- 10) Long Gains
- 11) Turnovers
- 12) Special Teams
- 13) Injuries
- 14) Trick Plays and End of Game Scenarios
- 15) Replay Booth
- 16) Penalties
- 17) Timing

ADDITIONAL INFORMATION

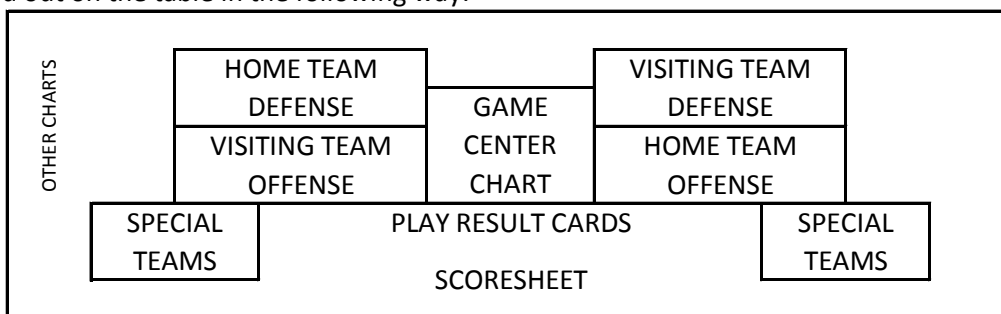
- A) Field Mat
- B) Projection Games - Interception Grades
- C) Sprint Out Passes
- D) Offensive Coordinators

INSTRUCTIONS FOR HEAD-TO-HEAD PLAY

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SECTION 1 - Getting Started/Setup

- Choose two teams for game play
- The teams and players can be laid out in any format of your choosing. However, it is most beneficial if they are laid out on the table in the following way:



-This format allows for easy cross-reference between the GAME CENTER and individual player cards

-Lay out the offense and defense for both teams in the following manner:

OFFENSE vs. 4-3 BASE DEFENSE					Each team's Base Defense	OFFENSE vs. 3-4 BASE DEFENSE					
DEFENSE	3CB	XSAF		4CB		DEFENSE	3CB	XSAF		4CB	
	RCB	FS	SS	LCB	RCB		FS	SS	LCB		
		WLB	MLB	SLB			WLB	RILB	LILB	SLB	
	RDE	RDT	LDT	LDE		RDE	NT		LDE		
OFFENSE	LT	LG	C	RG	RT	OFFENSE	LT	LG	C	RG	RT
		2TE	QB	TE	RWR			2TE	QB	TE	RWR
	LWR		FB	3TE	4WR		LWR		FB	3TE	4WR
	3WR		RB		5WR		3WR		RB		5WR
		3RB	4RB					3RB	4RB		

-The above format allows for easy determination of pass play coverage assignments for both man and zone defense and reveals the player blocking or defending on a running play

See Example Picture on www.ftpsportsgames.com LAYOUT EXAMPLES page.

PACKAGE/SITUATIONAL DESIGNATIONS

Whether the defense employs a 3-Man Front (3-4 Defense) or a 4-Man Front (4-3 Defense), the Nickel and Dime packages involve removing a LB and replacing him with an extra DB.

3-Man Front

4-Man Front

Nickel - 1 ILB is replaced by a 3rd CB

Nickel - 1 LB is replaced by a 3rd CB

Dime - Another LB is replaced by a 4th CB

Dime - Another LB is replaced by a 4th CB

For ease of matchups and in order to keep track of who is on the field there are player mats to place behind the Linebackers who remain in the Nickel and Dime packages

RED

Denotes Nickel

BLUE

Denotes Dime

A defender can have positional mats for both Nickel and Dime underneath him

3-Man Front Nickel	4-Man Front Nickel
Linebackers in the formation	Linebackers in the formation
<div style="display: flex; justify-content: space-around;"> <div style="background-color: red; color: white; padding: 5px; border: 1px solid black;">WLB</div> <div style="background-color: red; color: white; padding: 5px; border: 1px solid black;">MLB</div> <div style="background-color: red; color: white; padding: 5px; border: 1px solid black;">SLB</div> </div>	<div style="display: flex; justify-content: space-around;"> <div style="background-color: red; color: white; padding: 5px; border: 1px solid black;">MLB</div> <div style="background-color: red; color: white; padding: 5px; border: 1px solid black;">SLB</div> </div>
*The 3rd CB is the Nickel Back	*The 3rd CB is the Nickel Back
3-Man Front Dime	3-Man Front Dime
Linebackers in the formation	Linebacker in the formation
<div style="display: flex; justify-content: space-around;"> <div style="background-color: blue; color: white; padding: 5px; border: 1px solid black;">WLB</div> <div style="background-color: blue; color: white; padding: 5px; border: 1px solid black;">MLB</div> </div>	<div style="background-color: blue; color: white; padding: 5px; border: 1px solid black; margin: 0 auto;">MLB</div>
*The 4th CB is the Dime Back	*The 4th CB is the Dime Back

There are a series of other player mats that can be placed under Defensive Line Situational Substitutes.

For Example - Your starting RDE is a weak pass-rusher and you have a substitute DE that is a strong pass-rusher. Place the pass-rushing DE either to the left or to the right of the defensive team you laid out. Place the red RDE player mat underneath him if you want him to be in the Nickel Package and place the blue RDE player mat underneath him if you want him to be in the Dime Package. You can place both underneath him, which would mean he is in both the Nickel and Dime packages.

Other Situational Player Mats

RDE or LDE	RTD or LDT	NT			
RDE or LDE	RTD or LDT	NT	NICKEL BACK	DIME BACK	BOX SAFETY

The Nickel Back is the 3rd CB in your layout

The Dime Back is the 4th CB in your layout

The Box Safety player mat goes underneath the Safety you want to bring up close to the line of scrimmage to have 8 defenders in the box providing a strong front against the run

REVIEW When setting up your defense you must choose which linebackers will be involved in the Nickel and Dime packages. You will also determine any other situational substitutions and place the corresponding player mats underneath those designated substitutes.

TARGET AND WORKLOAD ASSIGNMENTS

Before each game in SIDELINE FOOTBALL, you will evaluate how the workload for run plays will be distributed among your Running Backs and who will be the primary targets in the passing game.

There are player mats for both Workload [running plays] and Targets [passing plays]

These player mats will be placed underneath the Backs and Receivers of your choosing and are used when calling plays. You have two choices: let the game determine which player carries the ball on running plays and who the intended receiver is on passing plays, or you can decide those yourself.

WORKLOAD PLAYER MATS

30% of carries WORKLOAD	25% of carries WORKLOAD	20% of carries WORKLOAD	15% of carries WORKLOAD	10% of carries WORKLOAD
--------------------------------------	--------------------------------------	--------------------------------------	--------------------------------------	--------------------------------------

More than 1 Workload Mat may be placed under a specific Running Back. For example, in 1984 Eric Dickerson carried the ball on 70% of his team's rushing attempts. You would want to place the Green, Blue, and Red Workload Mats underneath him. This would mean that he would receive approximately 70% of his team's rushing attempts for the game you are playing.

*Again, these are used only if you desire the game to automatically decide ball carriers

If you are unfamiliar with a team, each Running Back card has a Workload Letter assigned to him.

Mike Guman							Eric Dickerson							
FB	READ HOLE	9	BREAK	1	LARM 1984		RB	READ HOLE	20	BREAK	8	LARM 1984		
NO GAIN	DEF LINE	LINEBACKER					NO GAIN	DEF LINE	LINEBACKER					
6	11	17					2	7	13					
YAC	BREAK	DISTANCE					YAC	BREAK	DISTANCE					
12							19	2	B					
REC	YAC	BRK	DIS	CTH	DRP		REC	YAC	BRK	DIS	CTH	DRP		
11	14	1	H	2	2		11	12			2	2		
RUN	BLOCK	PASS	FUM	WORK			RUN	BLOCK	PASS	FUM	WORK			
18	3	17		D	16		13	3	17	6	A	16		

As you see, Mike Guman has a WORK letter of D and Eric Dickerson has a WORK letter of A. Each Running Back has that same type of designation on his card.

Rushing Attempts per Game by Grade

E	D	C	B	A	A+
0	1	2-4	5-13	14-24	25+

Therefore, when assigning the workload distribution of your Running Backs, the WORK letter is helpful in determining who receives the bulk of the carries and who receives a lesser workload.

ASSIGNING TARGETS TO RECEIVERS

Unlike Workload Player Mats, Target Player Mats must be assigned to Tight Ends and Wide Receivers because they are used to determine who an intended receiver will be when the Quarterback is facing pressure from a Pass Rush or executes a Hot Read against a Blitz.

WORKLOAD PLAYER MATS

TARGET
30%
of receptions

TARGET
25%
of receptions

TARGET
20%
of receptions

TARGET
15%
of receptions

TARGET
10%
of receptions

Target Mats are placed only under Tight Ends and Wide Receivers. Running Backs usually receive their receptions through Screen Passes and Quarterback Checkdowns. More than 1 Target Mat may be placed under a specific receiver. For example, in 1979 Charlie Joiner had 21% of the catches for his team. Surely he was thrown the ball more than that percentage of the time. You would place the Green Mat underneath his player card. John Jefferson had 18% of his team's catches - you would want to place the Blue Mat underneath his player card. Distribute the rest of the cards in this manner among the first 3-4 Wide Receivers and 1-2 Tight Ends.

When calling Pass Plays you can choose the intended receivers on your own or have the game automatically choose them for you based on how you distribute the Target Mats.

If you are unfamiliar with a team, each receiver card has a Workload Letter assigned to him.

Charlie Joiner										John Jefferson									
WR	STAR	RAC	2	SD	1979	WR	STAR	RAC	6	SD	1979								
QUICK	INT	DEEP				QUICK	INT	DEEP											
20	16	14				14	19	17											
YAC	BREAK	DISTANCE	PEN			YAC	BREAK	DISTANCE	PEN										
14	1	G	4			18	1	B	4										
RUN	NG	DL	LB	CTH	DRP	RUN	NG	DL	LB	CTH	DRP								
5	20			6		5	8	13	19	5	2								
RUN	BLOCK	PASS	FUM	WORK	16	RUN	BLOCK	PASS	FUM	WORK	15								
12	3	9	1	A	16	12	3	9		A	15								

As you see, Charlie Joiner has a WORK letter of A and John Jefferson has a WORK letter of A. Each Receiver has that same type of designation on his card.

Receptions per Game by Grade

E	D	C	B	A	A+
0	1	2	3	4-5	6+

Therefore, when assigning the target distribution of your receivers, the WORK letter is helpful in determining who will receive the bulk of the targeted passes and who sees the ball infrequently.

SECTION 2 - The PLAY RESULT CARDS, the SIDELINE FOOTBALL GAME CENTER, and INDIVIDUAL PLAYER ACTIONS

SIDELINE FOOTBALL uses a deck of cards, called the PLAY RESULT CARDS, PRCs for short, to draw 3 different types of random numbers. These random number ranges are 1-100, 1-20, and 1-10. These numbers correspond to a section of the SIDELINE FOOTBALL GAME CENTER, an individual player card, or another chart. Other symbols and numbers are listed on the PRCs and are used to determine players involved in plays, penalties, and yardage gained or lost on specific plays. In short, the PRCs work in conjunction with the SIDELINE FOOTBALL GAME CENTER to determine the specific action a player will take to determine the outcome of a play.

THE PLAY RESULT CARDS

There are 100 Play Result Cards. They are doubled-sided to work in conjunction with one another to provide extensive randomness to the types of numbers involved and play results. Each card is full of numbers, letters and symbols which will be explained throughout this instruction guide. Once familiar with the process of using these PRCs, you will find that each game of SIDELINE FOOTBALL flows smoothly as there are minimal chart references because most play results involve PRCs and the Main Chart - the SIDELINE FOOTBALL GAME CENTER - and individual player cards for each team.

While playing the game, the deck of cards is placed in a stack. As a card is drawn, it is flipped over to reveal the other side and placed next to the main deck so that there is a Left Side and Right Side in view. Once all cards are drawn, they are re-shuffled and play is resumed. The game averages 1-2 shuffles per quarter.

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TOP OF CARD - LEFT SIDE PRC	13	SNAP	6	7	5	BOTTOM OF CARD - RIGHT SIDE PRC
	TIP[C]	LEAD BLOCKER 15	READ SAFETY			
	SPRINT OUT	READ OPTION	FULL SACK			
	1	DL				
	BALL TIPPED INTO AIR INT?	W/B-LB	STAR			
		BLITZ	PASS BLOCK/RUSH			
	2	3	4	OFF	3-4	4-3
	B-2	B-1	B-1	TE	RDE	RDT
	DL	LB	DS			
	RDE		LCB(D)	+1		
	POWER	LOSS	DL	LB	DS	DELAY
	1	-1	1	5	8	3
	-2	-3	0	2	4	1
	FLAG					
		QUARTERBACK PRESSURES				
			QB-HIT			
			18			
	TARGET	INSIDE	TIPPED			
	19		BALL	1		
	H-R	BLITZ	PLAY ACTION	HELP		
	10	PICKUP 3	7	1		
	+3	FUMBLE		2		
			1			
	SCREEN	QUICK	INT	DEEP	BOMB	PRESS.
	10	4	11	24	53	5
	5	2	4	8	18	2

#100 Contained within the red rectangle spanning both the LEFT PRC and the RIGHT PRC are numbers. These numbers range from 0-9. Each time you flip a card it will reveal two numbers. These numbers are read together so that it provides an overall number range of 1-100. For example, when a 0 is on the LEFT PRC and 7 is on the RIGHT PRC this number is 07 or just 7.

LEFT #20 Contained within the blue square on the LEFT PRC is a number that ranges from 1-20. This number is used to determine the result of INDIVIDUAL PLAYER ACTIONS [explained below] such as blocking, tackling, running the ball, and passing the ball.

RIGHT #20 Contained within the yellow square on the RIGHT PRC is a number that ranges from 1-20. This number is used at various times to determine certain play results.

Other sections of the PRCs will be explained further in other sections of the instructions.

The SIDELINE FOOTBALL GAME CENTER

Locate the chart in your printed material called THE SIDELINE FOOTBALL GAME CENTER

You will notice the following main sections in the GAME CENTER: RUNNING PLAYS, SCREEN PLAYS, BREAKAWAY PLAYS, POST PLAY PENALTIES and PASS PLAYS

Sections like SCREEN PLAYS, OPTIONS PLAYS and PASS PLAYS have sub-sections.

Within each main section or sub-section, you find a range of INDIVIDUAL PLAYER ACTIONS - IPAss for short - with a number directly to its left. This number will be between 1-100. These are the actions an individual player will try to complete to win a matchup and provide positive results for the offense or defense.

Referring back to the example of the LEFT and RIGHT PRCs we see below that the #100 is 67.

6	7
BLOCKER 15	FLAG

The cut-out to the right from the SIDELINE FOOTBALL GAME CENTER is from the PASS PLAYS section. We see that 67 - from the #100 on the PRCs - is greater than 45 but equal to or less than 90. Therefore, the INDIVIDUAL PLAYER ACTION in this case calls for a specific player to try and get a PASS RUSH against the offense.

E CENTER	
PASS PLAYS	
BLOCKING	
45	PASS BLOCK
90	PASS RUSH
100	IN GAME BLOCKING MATCHUP
PASS PROTECTION/POCKET	
35	SACK/PRESSURE QB
45	SACK/PRESSURE QB [THROW AWAY]
55	SACK/PRESSURE QB [ESCAPE]
70	MOVE OUT OF POCKET
85	STEP UP IN POCKET
100	SLIDE AWAY FROM PASS RUSH
COVER RECEIVER/READ DEFENSE	

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Each Running Play, Option Play, Screen Pass, and Pass Play follows that same procedure of drawing a PRC determining the #100 and determining what the INDIVIDUAL PLAYER ACTION will be from the GAME CENTER depending upon the type of play called.

INDIVIDUAL PLAYER ACTIONS

As mentioned above, the purpose of using the PRCs combined with the GAME CENTER is to arrive at an INDIVIDUAL PLAYER RESULT, or IPA. These IPAs will determine if a player wins or loses an individual matchup. All IPAs are explained in detail throughout the game instructions.

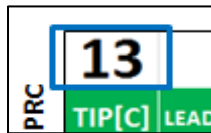
In the example above, the number 67 - from the PRCs - corresponds to the PASS RUSH IPA in the PASS PLAYS section of the GAME CENTER.

Next, you would find out which player is to attempt a Pass Rush (explained in detail later) and whether or not he wins that battle and rushes the passer.

Let's say the player who was chosen to rush the passer is Lyle Alzado from 1984. You will notice his Pressure number is 17. That is his numerical grade for applying a Pass Rush.

Lyle Alzado				
DE	16 16		LARAI 1984	
		PEN	18	
PLAY RUN	TACKLE	FUM	HIT	
10	16	2	4	
PRESSURE	SACK	QBF	QBH	
17	2	2	7	
QCK	INT	DEEP	HELP	INT
3	2			2

Referring to our example PRC above, we see that the LEFT PRC #20



is 13. The number 13 is within Lyle Alzado's Pressure Range. Therefore, the result of the Pass Rush IPA is considered IN RANGE.

IN RANGE - when the LEFT PRC #20 is within or equal to a player's numerical grade for the section listed on his card for a specific IPA. The player has made the play and won the battle or one-on-one matchup.

OUT OF RANGE - when the LEFT PRC #20 is greater than a player's numerical grade for the section listed on his card for a specific IPA. The player has not made the play, losing the battle or one-on-one matchup.

All plays are resolved in this fashion. When a player wins a battle or matchup because the LEFT PRC #20 was IN RANGE, specific events occur. Likewise, when a player loses a battle or matchup because the LEFT PRC #20 is OUT OF RANGE, other specific events occur.

SECTION 3 - Offensive and Defensive Play Calling

A) Offensive and Defensive Packages

In SIDELINE FOOTBALL there are 6 offensive packages to choose from. Each has an automatic corresponding defensive package.

OFFENSIVE PACKAGES

DEFENSIVE PACKAGE

BASE	1 RB	1 FB	1 TE	2 WR	VS	BASE 4-3	4 DL	3 LB	4 DB	BASE 3-4	3 DL	4 LB	4 DB
ACE	1 RB		2 TE	2 WR		NICKEL 4	4 DL	2 LB	5 DB	NICKEL 3	3 DL	3 LB	5 DB
FULL HOUSE^	2 RB	1 FB	1 TE	1 WR	VS	DIME 4	4 DL	1 LB	6 DB	DIME 3	3 DL	2 LB	6 DB
3-WIDE	1 RB		1 TE	3 WR									
4-WIDE	1 RB			4 WR	VS								
5-WIDE*				5 WR									

4 MAN FRONT

3 MAN FRONT

In the folder delivered to you, there is a sub-folder called Packages. This is optional printing material that shows the 4 main Offensive Packages and their automatic corresponding Defensive Packages against a 3-Man Front and a 4-Man Front (as outlined in the chart above). These additional charts are very helpful for identifying pass coverage matchups whether in Man or Zone. They are also helpful in determining what coverage assignments are when the defense is Blitzing.

In order to keep printing material to a minimum, only 4 main Packages are identified: Base, Ace, 3-Wide and 4-Wide - each vs. 3-Man Front or 4-Man Front. Each chart shows the offense vs. the 8 different Defensive Play Call options which are explained in greater detail below.

Guidelines for using the following packages:

- FULL HOUSE^ - When employing the FULL HOUSE offensive package simply substitute a 3rd RB for the RWR and the 3rd RB is placed in the backfield. All matchups corresponding to the RWR now apply to the 3rd RB.
- 5-WIDE* - When employing the 5-WIDE offensive package simply substitute the 5th WR for the RB and the 5th WR motions out of the backfield for the play. All matchups corresponding to the RB now apply to the 5th WR

To give the Offense even more package flexibility you can employ one of the following optional packages:

- 3-WIDE 2 RB - Substitute the 2nd RB for the TE - all matchups corresponding to the TE apply to the 2nd RB.
- 3-WIDE 2 TE - Substitute the 2nd TE for the RB - all matchups corresponding to the RB apply to the 2nd TE.
- 4-WIDE 1 TE - Substitute the TE for the RB - all matchups corresponding to the RB apply to the TE.
- JUMBO - Whenever the offense is in a BASE or FULL HOUSE package an OL, DL or LB can be substituted for the 2nd RB - all matchups applying to the 2nd RB apply to the JUMBO player - including Pass Plays for Tackle eligible.

To give the Defense even more package flexibility you can employ one of the following optional packages:

- 7th DB - Whenever the Defense is in a Dime Package to go against a 4/5-WIDE Offensive Package, the Defense may choose to add a 7th DB in place of one of the linebackers. All matchups corresponding to the linebacker replaced now apply to the 7th DB.
- 8th DB - Whenever the Defense is in a Dime Package with a 3-Man Front to go against a 4/5-WIDE Offensive Package, the Defense may choose to add an 8th DB in place of one of the linebackers. All matchups corresponding to the linebacker replaced now apply to the 8th DB.

Remember, the Defensive Package is pre-determined based upon the Offensive Package. This keeps matchups and coverage assignments simple and easy to keep track of.

B) Offensive Play Calls

In SIDELINE FOOTBALL, the offense can call plays specific to the Running Game, Option Game, Passing Game and Screen Game. The offense also has several Trick Plays at its disposal.

RUNNING PLAYS

There are 6 different Running Plays available to the offense:

- DIVE - the Dive Play is directed through the hole between the Center and Guard and can be run to either the left or the right.
- SLAM - the Slam Play is directed through the hole between the Guard and Tackle and can be run to either the left or the right.
- OFF-TACKLE - the Off-Tackle Play is directed to the outside of the Tackle and can be run to either the left or the right.
- EDGE - the Edge Run is directed to the outside of the Tight End or 3-Wide Receiver/4-Wide Receiver and can be run to either the left or the right.
- SWEEP - the Sweep Play is directed to the perimeter of the offense around the outside of the Wide Receiver and can be run to either the left or the right.
- DELAY - the Delay Run/Draw Run is a middle run that delays the hand-off and tries to draw the defenders forward so that the ball carrier can quickly move through the on-rushing defenders; there is no direction indicated when running a Delay.

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*Each Running Play can be executed by a Running Back, Fullback or Quarterback. Wide Receivers and Tight Ends can also be the ball carrier on each play - although if you are attempting to run a Wide Receiver Reverse or End Around you would use the SWEEP run. Quarterback bootlegs are EDGE runs.

OPTION RUNNING PLAYS

There are 2 different Option Running Plays available to the offense:

READ OPTION - the Read Option is a running play where the Quarterback and Running Back - usually from the Shotgun Snap - come together forming a "mesh point". At that point the Quarterback reads the the DE or OLB and either options the ball to the RB who then runs what is effectively a DIVE play, or the Quarterback keeps the ball and moves to the perimeter of the defense for an EDGE type run. The Read Option can be run to the left or the right.

TRIPLE OPTION - the Triple Option is a running play where the Quarterback has three options: the first option is to give the ball to a FB/RB on a quick DIVE running play; the second option involves the Quarterback keeping the ball and moving to the perimeter of the defense where he reads the DE or OLB and either keeps the ball or pitches to the third option: a RB or WR trailing him for a SWEEP run play.

PASSING PLAYS

There are 4 different pass route levels available to the offense:

QUICK PASS - Quick Pass Routes are designed for distances of 1 to 10 yards.

INTERMEDIATE PASS - Intermediate Pass Routes are designed for distances of 11-20 yards.

DEEP PASS - Deep Pass Routes are designed for distances of 21-40 yards.

BOMB PASS - Bomb Pass Routes are designed for distances of 41-55 yards.

There are 3 different directions in which the route can be run:

INSIDE - Inside Routes are between the hash marks.

SEAM - Seam Routes are in the immediate area inside and outside of the hashmarks.

OUTSIDE - Outside Routes are outside the hashmarks on the perimeter of the defense.

Like Running Plays, Passing Plays can be called with a Left or Right designation, but that is almost always taken care of by who the intended receiver is - like the Left Wide Receiver or Right Wide Receiver.

The Pressure Pass is not a specific play that is called, instead it is a pass that happens after the defense applies pressure to the Quarterback or when the Offensive Line fails to provide protection.

SCREEN PASSING PLAYS

There are 4 different types of screen passing plays available to the offense:

MIDDLE SCREEN - the Middle Screen is a Screen Pass where a FB, RB, TE, or WR sets up in the middle of the field so that the Offensive Line can provide screen blocking for the receiver.

SWING PASS - this is a Swing Pass to a FB, RB, or TE as they move parallel along the line of scrimmage toward the perimeter of the defense.

WR BUBBLE SCREEN - the WR Bubble Screen is a Screen Pass to the outside Wide Receiver as he breaks toward the inside of a TE or WR on his side of the formation.

SLIP SCREEN - The Slip Screen is a Screen Pass used when the offense is in a 3-Wide or 4-Wide package. The inside WR slips to the outside of the other WR on his side of the formation.

TRICK PLAYS

There are 3 Trick Plays available to the offense:

WILDCAT NON-QUARTERBACK PASS - this is a Trick Play where the offense lines up in a Wildcat package, where a player other than a QB takes the Snap. The Wildcat player then attempts to throw a pass. A Non-Quarterback pass is a pass attempt by a FB, RB, TE, or WR on a sweep or reverse.

WILDCAT RUN - this is a Running Play where the offense lines up in a Wildcat package, where a player other than a QB takes the Snap and then attempts one of the various types of runs outlined above.

FLEA-FLICKER PASS - the Flea-Flicker Trick Play is when the Quarterback takes the snap, hands the ball to a FB

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or RB who immediately pitches the ball back to the Quarterback who then, time permitting, attempts to throw a Bomb Pass hoping the Deep Safeties have not read the fake and moved up to provide support for the run play they think is happening.

C) Defensive Play Calls

In SIDELINE FOOTBALL, the defense has 8 specific play calls to choose from: Man, Zone, Box, Spy, Blitz 1, Blitz 2, Blitz 3 and Blitz 4.

The optional Package Charts are very helpful to determine any matchups associated with Offensive Package/Play Call and the Defensive Play Calls listed above.

These Defensive Play Calls are the same for both 3-Man and 4-Man Fronts.

MAN - Man-to-Man defensive coverage scheme with 2 Safeties in Deep Coverage.

ZONE - Zone defensive coverage scheme.

BOX - Man-to-Man defensive coverage scheme with 1 Safety in Deep Coverage and the other inside the "Box" to provide more help against the run.

SPY - Man-to-Man defensive coverage scheme with 2 Safeties in Deep Coverage and the MLB in 4-Man Fronts and the LILB in 3-Man Fronts employing a Spy technique used against Quarterbacks that pose a strong running threat.

BLITZ 1 - Man-to-Man defensive coverage scheme with 1 Safety in Deep Coverage and the Linebacker or other Safety blitzing the Quarterback to provide a stronger Pass Rush.

BLITZ 2 - Man-to-Man defensive coverage scheme with 0 Safeties deep and 2 Linebackers/DB's blitzing the Quarterback to provide a stronger Pass Rush.

BLITZ 3 - this is a Man-to-Man defensive coverage scheme with 0 Safeties deep and 3 Linebackers or Safeties/DB's blitzing the Quarterback to provide a stronger Pass Rush - an offensive player may be left uncovered.

BLITZ 4 - this is a Man-to-Man defensive coverage scheme with 0 Safeties deep and 4 Linebackers or Safeties/DB's blitzing the Quarterback to provide a stronger Pass Rush - 1 or 2 offensive players may be left uncovered.

These Defensive Play Calls range from basic defensive schemes like Man or Zone to more aggressive defensive schemes like bringing a Safety into the Box against a strong running team, Spying on a good running Quarterback or Blitzing the Quarterback to provide extra pressure.

With each Defensive Play Call there is a Risk-Reward factor. The lower the risk the less likely a reward. The greater the risk the higher the reward.

Obviously, the game situation will dictate how you choose to employ your defense and the risks you will take.

If your opponent is pounding you with the running game it may become necessary to bring a Safety into the Box. However, you will now have only 1 Safety Deep and he will not be able to provide Safety Help on Outside Intermediate or Deep Routes - again the Risk-Reward factor. If your 3-Man or 4-Man Front is not generating a Pass Rush you may need to bring extra defenders with a blitz scheme to create pressure on a Quarterback and move him off his comfortable throwing spot. However, if the offense gashes you with a run or gets you with a screen pass, it could go for bigger yardage. If you don't get "home" with the blitz scheme, there will likely be no Safety Help on pass routes. When blitzing frequently a good Quarterback like Tom Brady or Drew Brees will employ "Hot Reads" and get the ball out before the pass rush has a chance to get to him. Again, it is all based on Risk-Reward.

Calling Defensive Plays vs. Using a Defensive Coordinator

In SIDELINE FOOTBALL, you have the choice of calling the plays for the defense or choosing a Defensive Coordinator to automatically call the defensive plays for you.

Calling Your Own Defensive Plays

If you decide to call your own defensive plays, simply evaluate the down and distance and the package the

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offense is using and decide upon a play call.

Using a Defensive Coordinator

If you decide to use a Defensive Coordinator for automatic defensive play calling, you must choose from 5 different Defensive Coordinators representing 5 different mindsets:

Very Aggressive - This Defensive Coordinator will call a very high percentage of blitzes in known passing situations and will employ a Box Safety against good running teams in known running situations. He will still be aggressive when the offense has its full playbook at its disposal.

Aggressive - This Defensive Coordinator will call a high percentage of blitzes in known passing situations and will employ a Box Safety at times against good running teams in know running situations. He will still be aggressive when the offense has its full playbook at its disposal.

Basic - This Defensive Coordinator will provide a nice balance between risk and reward. He will blitz at times in known passing situations and will employ a Box Safety at times against good running teams in known running situations. He will choose a basic approach when the offense has its full playbook at its disposal.

Low Risk - This Defensive Coordinator will call a lower percentage of blitzes in known passing situations and will sparingly call for a safety in the box against good running teams in known running situations. He will be risk averse when the offense has its full playbook at its disposal.

Very Low Risk - This Defensive Coordinator will hardly ever call for blitzes in known passing situations and will almost never call for a safety in the box against good running teams in known running situations. He will take virtually no risks when the offense has its full playbook at its disposal.

After choosing the Defensive Coordinator you must evaluate your opponent's offense and determine what its mindset will be based on historical precedence and available personnel.

Balanced Offense - Offenses that are close to 50/50 between calling run or pass plays.

Run-Heavy Offense - Offenses that run the ball significantly more than they pass - usually a 55/45 split in favor of the run.

Pass-Heavy Offense - Offenses that pass the ball significantly more then they run - usally atleast a 55/45 split in favor of the pass.

Mobile QB/Running QB - Offenses that have a very mobile QB like Randall Cunningham or Cam Newton - players that are as dangerous with their feet as they are passing the ball. Also, college teams that employ an Option Running game like Army.

The Defensive Coordinator Charts - as seen below - are designed to appear like the charts used by Coordinators on the sidelines of college and pro football games.

Each Defensive Coordinator Chart is sectioned by the type of opponent offense and whether the offense faces a known running or passing situation or they are in a down and distance where the full playbook is available

DEFENSIVE COORDINATOR	DEFENSIVE COORDINATOR	DEFENSIVE COORDINATOR	DEFENSIVE COORDINATOR
BASIC	BASIC	BASIC	BASIC
VS. BALANCED OFFENSE	VS. RUN HEAVY OFFENSE	VS. PASS HEAVY OFFENSE	VS. MOBILE/RUNNING QB
RUN BOX 25 MAN 60 ZONE 95 BLITZ 1 99 BLITZ 2 100	RUN BOX 65 MAN 80 ZONE 100	RUN BOX 10 MAN 50 ZONE 90 BLITZ 1 97 BLITZ 2 100	RUN BOX 20 MAN 50 ZONE 80 SPY 90 BLITZ 1 97 BLITZ 2 100
FULL BOX 15 MAN 50 ZONE 85 BLITZ 1 93 BLITZ 2 97 BLITZ 3 100	FULL BOX 40 MAN 65 ZONE 90 BLITZ 1 97 BLITZ 2 100	FULL BOX 5 MAN 45 ZONE 85 BLITZ 1 91 BLITZ 2 96 BLITZ 3 100	FULL BOX 15 MAN 45 ZONE 75 SPY 90 BLITZ 1 97 BLITZ 2 100
PASS BOX - MAN 35 ZONE 70 BLITZ 1 82 BLITZ 2 90 BLITZ 3 96 BLITZ 4 100	PASS BOX 20 MAN 50 ZONE 80 BLITZ 1 89 BLITZ 2 96 BLITZ 3 100	PASS BOX - MAN 35 ZONE 70 BLITZ 1 82 BLITZ 2 90 BLITZ 3 96 BLITZ 4 100	PASS BOX - MAN 25 ZONE 50 SPY 75 BLITZ 1 91 BLITZ 2 100

Just like the GAME CENTER a #100 is used to determine what the defensive play call will be

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Each Defensive Coordinator Chart is designed to easily switch between the offenses that they are facing.

Throughout the game you can, and likely will, switch Defensive Coordinator Cards as they represent a mindset and you may choose to be more or less aggressive depending on the game situation. Offensive tendencies will probably change throughout the game as well, depending on whether the team is leading or behind in the game.

SECTION 4 - Snapping the Ball

In SIDELINE FOOTBALL, all offensive plays from scrimmage use the following procedure to arrive at the snap of the ball and initiate the play

1) Choose an Offensive Package

Choose between Base, Ace, Full-House, 3-Wide, 4-Wide or 5-Wide packages as outlined above.

2) Choose the Offensive Play Call

Choose among the types of plays available in the Running Game, Option Game, Passing Game or Screen Game as outlined above.

3) Determine Targeted Receiver/Workload Runner and the Defensive Play Call

MANUAL DETERMINATION OF INTENDED RECEIVERS AND BALL CARRIERS

In SIDELINE FOOTBALL you can manually decide who the intended/targeted receiver or running back is on each play from scrimmage. If you are making that choice, simply decide who the intended receiver or running back is and move to Defensive Play calling.

AUTOMATIC DETERMINATION OF INTENDED RECEIVERS AND BALL CARRIERS

If you choose to have the game system determine who the intended receiver or running back is for each play, use the following procedure:

RIGHT PRC

Each Right PRC has a TARGET color, as shown in the blue box to the left on its card. The colored target areas, Green, Blue, Yellow, Red and White, correspond to the Player Mats placed underneath receivers and ballcarriers as outlined above. These colors work for Targets on passing plays, and Workload distribution on running plays. Therefore, after choosing an Offensive Package and choosing a Play Call, you would then draw a new card and consult the Right PRC in the section highlighted in the blue box to the left; that color will tell you who the target receiver will be on pass plays, or which FB/RB will carry the ball on running plays, depending upon the player that specific colored target or workload mat is underneath.

DEFENSIVE PLAY CALLS

MANUAL DEFENSIVE PLAY CALLS

In SIDELINE FOOTBALL, you can manually decide which defensive play call to use, selecting from the various Defensive Play Call options, as outlined above. Simply choose the Defensive Call and proceed to the SNAP of the ball

AUTOMATIC DEFENSIVE PLAY CALLS

When using the game system to automatically decide Defensive Calls through a Defensive Coordinator, a rating of RUN, FULL or PASS is assigned to each down. Offensive tendencies by down and distance are used to determine what that down is rated. The chart below, contained in the materials delivered with the game, is divided

OFFENSIVE TENDENCIES BY DOWN & DISTANCE								
OWN GOAL LINE TO OPP 11 YARD LINE				POWER FORMATION OFFENSE MUST LINE UP IN POWER FORMATION FOR DEFENSE TO MATCH UP WITH IT	GOAL TO GO			
DOWN	RUN	FULL	PASS		DOWN	RUN	FULL	PASS
FIRST AND	-	1 to 12	13 and up		FIRST AND	1 to 3	4 to 15	16 and up
SECOND AND	1 to 4	5 to 10	11 and up		SECOND AND	1 to 2	3 to 12	13 and up
THIRD AND	-	1 to 4	5 and up		THIRD AND	1	2 to 3	4 and up
FOURTH AND	-	1 to 4	5 and up		FOURTH AND	1	2 to 3	5 and up

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into two sections: OWN GOAL LINE TO OPP 11 YARD LINE and GOAL TO GO. Use the left part of the chart when the offense is between its own goal line and the opponent's 11 yard line. Once the offense is in a Goal-to-Go situation switch to the right part of the chart. Within both the left and right sections of the chart - First And, Second And, Third And and Fourth And - are listed with a corresponding range of yardage to the DOWN column's right, (printed in blue). The down and yardage correspond to a rating of RUN, FULL or PASS.

Example - the offense is first and 10 to go on its own 35 yard line. You would use the left hand of the chart and look for the DOWN (1st) and yardage to go (10) which is between 1 to 12. Therefore, the play calling tendency for an offense in that down and distance scenario is FULL - meaning that the offense has its FULL play book available. PASS is used when an offense is most likely to pass and RUN is used when the offense is most likely to run. You will see that most times the offense will be in FULL.

Each of the Defensive Coordinator cards is divided into FULL, RUN and PASS. This allows for a cross-reference of the offensive down rating and the corresponding array of play calls on the Defensive Coordinator card.

When you draw the card to determine the intended receiver or ball carrier, as outlined above, the #100 that is revealed by the Left and Right PRCs is then used to determine what play the Defensive Coordinator calls.

EXAMPLE - from above, the offense has the ball on its own 35 yard line with first and ten to go. The rating for the down is FULL. Let's say the offense is in Base package and calls a dive run right.

8	SNAP	1
DEF	STOPPER	READ SAFETY
SPRINT OUT	READ OPTION	FULL
1	DL	SACK
BALL TIPPED INTO AIR INT?	NT(L DT)	INT GROUNDING 7
BLITZ	PASS BLOCK/RUSH	
2 3 4	OFF 3-4 4-3	
B-2 B-2 B-1	LG WLB LDT	
DL LB DS		+5
RDE WLB RCB		
POWER LOSS DL LB DS DELAY		
3 -1 3 4 8 4		
-1 -5 1 2 4 1		

2	4
QUARTERBACK PRESSURES	
POCKET	QB-HIT
7	
TARGET	SEAM
11	TIPPED BALL
H-R	HELP
6	2
BLITZER	PLAY ACTION
19	10
+8	27
	6
SCREEN QUICK INT DEEP BOMB PRESS.	
2 5 13 40 48 5	
1 2 4 13 16 2	

DEFENSIVE COORDINATOR BASIC		
VS. BALANCED OFFENSE		
RUN	BOX	25
	MAN	60
	ZONE	95
	BLITZ 1	99
	BLITZ 2	100
FULL	BOX	15
	MAN	50
	ZONE	85
	BLITZ 1	93
	BLITZ 2	97
PASS	BOX	-
	MAN	35
	ZONE	70
	BLITZ 1	82
	BLITZ 2	90
BLITZ 3	96	
BLITZ 4	100	

The FB/RB with the blue workload mat underneath would carry the ball because the Target color - shown above in the black box - is blue. With a 1 on the Left PRC and a 2 on the Right PRC the #100 is 12. Since we are using the BASIC Defensive Coordinator against a Balanced Offense and the down is rated FULL - the Defensive Call is BOX - meaning the Defensive Coordinator has called for the Strong Safety to move close to the line of scrimmage, inside the box and provide a stronger front against the run. The process is repeated for each play from scrimmage.

4) SNAP the ball

Once the offense has determined its package and play call, and a card has been drawn to determine the intended receiver/ball carrier and what the defensive call will be, the next move is to SNAP the ball.

Draw another card and refer to the SNAP section of the Left PRC highlighted with the yellow rectangle to the right. This section will notify you if the ball is simply SNAPPED or if there are other actions possible either pre-snap or after the play.

These are the SNAP actions possible on each play:

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SNAP

- Ball SNAPPED from the Center to the Quarterback and the play continues

FALSE START

- This action on the Left PRC will show a FALSE START and an offensive position listed. If the Right PRC #20 (explained in detail above) is within that players penalty range, a pre-snap penalty occurs and the play does not take place. If the Right PRC #20 is out of the players penalty range the SNAP occurs as normal.

OFFSIDES

- This action on the Left PRC will show an OFFSIDES and a defensive position listed. If the Right PRC #20 is within that players penalty range, a pre-snap penalty occurs. NOTE - if the Right PRC # is 20 the player is offsidies, but the play continues as the player is offsidies just before the snap of the ball and the offense may gain a positive result and either choose the result of the play or the penalty; if the Right PRC #20 is out of the players range the SNAP occurs as normal.

DRAW OFFSIDES QB

- This action on the Left PRC checks to determine if the QB is able to draw the defense offsidies with a hard count. If the Right PRC #20 is within the Quarterback's QB rating he draws the defense offsidies. If the Right PRC #20 is 1-5 the QB draws the defense offsidies and the play may continue as the offense may gain a positive result. If the Right PRC#20 is above 5 and still within the Quarterbacks QB rating the defense jumps offsidies for a pre-snap penalty. If the Right PRC #20 is above the Quarterbacks QB rating the play continues as normal.

DRAW FALSE ST.

- This action on the Left PRC checks to determine if the RDE or LDE is able to draw a false start penalty on the offense - FOR PASS and SCREEN PLAYS ONLY. If the Right PRC #20 is within the PRESSURE rating of the DE he draws the pre-snap false start. If the Right PRC #20 is above the PRESSURE rating of the DE the play continues as normal.

ILLEGAL SNAP QB

- This action on the Left PRC checks to determine if the Quarterback is involved in an illegal snap by using too many head or hand gestures in an attempt to draw the defense offsidies. If the Right PRC #20 is within the Quarterback's penalty range a pre-snap penalty occurs. If the Right PRC # 20 is above the Quarterback's penalty range the play continues as normal.

IMPORTANT - In all the above scenarios, if the Right PRC #20 is not within the specified range for that player no pre-snap penalty occurs and the play continues as normal.

FORMATION PENALTY

- This action on the LEFT PRC checks to determine if a formation penalty occurs on the offense. This is not a pre-snap penalty. Once the play is over, draw a new card and check the Right PRC #20. If it is within the Quarterback's penalty range, a formation penalty has occurred, check the Penalty Chart (included in the game materials) to determine the formation penalty. If the Right PRC #20 is above the Quarterback's penalty range, no penalty occurs.

FUMBLE SNAP

- This action determines if a FUMBLE occurs during the SNAP between the Center and the Quarterback. Quarterbacks have 2 fumble ratings: An upper fumble rating, used to determine fumbles on running plays and sacks, and a lower fumble rating, used to determine whether a fumble takes place on a SNAP. The cut-out below and to the left is from a Right PRC.

10	27	
	6	
DEEP	BOMB	PRESS.
40	48	5

Each Right PRC has two numbers in this area. The above number is a range from 1-100 (use explained later). The lower number is a range from 1-10 and is used in this instance of determining whether there is a FUMBLE between the Center and QB. If the

Right PRC #10 is within the Quarterback's lower fumble range a FUMBLED SNAP occurs - check the TURNOVERS chart to determine the result of the fumble. If the Right PRC #10 is above the Quarterback's lower fumble range - no fumble occurs and the play continues as normal.

FUMBLE EXCHANGE

- This action determines if a FUMBLE occurs between the Quarterback and ball carrier on a running play. Use the exact procedure above to determine if a FUMBLED EXCHANGE occurs.

INJURY

- This action results in an INJURY occurring during a play. Follow the procedures on the INJURIES chart to determine who is injured on the play and for what length of time the player may be out.

BURN TIME OUT

- This action calls for a Time Out to be burned by either the Offense or the Defense before the play begins. If the Right PRC #20 is an even number, the offense must burn a time out; if the Right PRC #20 is odd, the defense must burn a time out. If the team specified does not have a time out to burn, all Individual Player Actions directed toward that team now switch to the other team to determine the result of the play. For example, if the offense called a running play and the SNAP section of the Left PRC called for a BURNED TIME OUT and the Right PRC #20 is even, the offense must burn a time out. If the offense does not have a time out to use the IPAs associated with blocking, and ball carrying, etc. would switch to the defense to find the result of the play.

POST PLAY PENALTY

-This action specified that a penalty is called Post Play. Plays are divided into four types of Post Play penalties: Normal Play, Scores, Turnovers and Big Hits. If the play involved does not include a score, turnover or big hit - simply use the Post Play section of the GAME CENTER to see what the Post Play penalty call is, using the las Right PRC #20 for the number. DELAY OF GAME - if this is the Post Play penalty it involves the beginning of the next play. However, the offense has taken too long to get the play off resulting in a penalty. The coach can choose to instead call a time out if any are remaining.

Snapping the ball involves the offense deciding upon a package and play call. A card is drawn to reveal the intended receiver or ballcarrier and what the defensive call will be. Another card is drawn to determine if anything takes place pre-snap that would stop or influence the play. If a possible pre-snap penalty or potential fumbled snap does not take place, the play proceeds as normal. If the SNAP section of the Left PRC called for something to take place during or after the play, follow the procedures above.

REVIEWING THE SNAP OF THE BALL

- 1) The offense decides upon a package and play call.
- 2) A card is drawn to reveal who the intended receiver or ballcarrier is and what the defensive call will be.
- 3) Another card is drawn to determine if anything takes place pre-snap that would stop or influence the play. If a possible pre-snap penalty or potential fumbled snap does not take place, the play proceeds as normal. If the SNAP section of the Left PRC called for something to take place during or after the play, follow the procedures associated with those actions.

The following sections give specific instructions on the Running Game, Option Game, Passing Game and Screen Game. Each section will begin with an overview of all elements associated with that type of play. The section of the SIDELINE FOOTBALL GAME CENTER associated with Run, Option, Pass and Screen plays will be explained with a detailed explanation of each INDIVIDUAL PLAY ACTION (IPA) used to determine the result of the play. Each IPA explanation will contain information on how to find out which player is involved and the type of football action the specified player is to execute in order to win a battle or matchup. An explanation will then be given for what takes place if the #20 from the PRC is within the players rating range - IN RANGE; or, what takes place if the #20 from the PRC is above the players rating range - OUT OF RANGE. Other special instructions for the given play type will be included if necessary.

SECTION 5 - The Running Game

The Running Game in SIDELINE FOOTBALL is designed using levels of a defense. Television commentators often refer to a ballcarrier getting to the next level, be it the linebacker or defensive secondary level. In SIDELINE FOOTBALL, Ballcarriers on running plays will get to a specific level. There are 4 levels of yardage in SIDELINE FOOTBALL, with 3 of those levels found on each offensive player card.

The level of yardage attained depends upon the ratings found on individual player cards and where a #20 fits within that players range of ratings.

DELAY RUNS Unlike other Running Plays, Delay Runs do not have a level. They have a section on the Left PRC under delay. When a Delay Run is called, do not determine the level, instead consult the GAME CENTER as normal and determine resulting yardage for play as explained in this section. INDIVIDUAL PLAYER ACTIONS involving a blocker: Use Left PRC under PASS BLOCK/RUSH for offensive player listed. If the player listed is a FB/RB or TE, use the Center instead. LEAD BLOCKERS do not apply on this play. Delay runs are more of a hit or miss and are very effective against a Blitz Defensive play call.

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Below, we see Earl Campbell's card from 1979:

Earl Campbell									
RB	READ	20	BREAK	6	HOU				
NO GAIN		DEF LINE		LINEBACKER					
3		8		14					
YAC		BREAK		DISTANCE					
17		2		B					
REC	YAC	BRK	DIS	CTH	DRP				
11	11	1	F	2	2				
RUN		BLOCK		PASS		FUM		WORK	
13		4		16		3		A 16	

The blue box shows the 3 levels listed on each ballcarrier's card and the range of numbers associated with each level: NO GAIN, DEF LINE and LINEBACKER. These make up Earl Campbell's yardage ratings. Wherever the #20 drawn for usage in determining the play result fits into Campbell's yardage ratings that will be the base yardage rating for that play. If the #20 is 3 or less, it is in the NO GAIN range. If the #20 is greater than 3 but equal to or less than 8, it is in the DEF LINE range. If the #20 is greater than 8 but equal to or less than 14, it is in the LINEBACKER range. If the #20 is greater than 14, it is in the DEFENSIVE SECONDARY range. The DEFENSIVE SECONDARY range is not listed on a player's

card as its absence is a representation of getting to the highest defensive level.

LEVEL SUMMARIES

NO GAIN - This level is right around the line of scrimmage. Depending upon the result of the play a loss, no gain or small 1 to 2 yard gain may occur.

DEFENSIVE LINE - This level is just beyond the line of scrimmage. Depending upon the result of the play no gain, or a 1 to 4 yard gain may occur.

LINEBACKER - This is the linebacker level of a defense. Depending upon the result of the play a 2 to 7 yard gain may occur.

DEFENSIVE SECONDARY - This is the secondary level of the defense (last level). Depending upon the result of the play a 4 to 13 yard gain may occur.

The above are general yardage summaries. A ballcarrier may break through any of these for longer gains, may break away for a significant yardage gain or may be held for a loss on a play.

Receivers and Quarterbacks have their run ratings laid out on their individual cards as seen to the right. Tony Hill has a higher average per run because most of the range of run ratings are above the linebacker level.

On some cards, the number 20 may be in the NG, DL or LB level meaning that is the cap on that ballcarrier's range and the best level of a defense he can get to; all levels after that will be blank. Occasionally, you may see a card with no run ratings listed in any of the 3 levels. That means that every run attempted by that player is automatically to the DEFENSIVE SECONDARY.

Tony Hill									
WR	STAR	RAC	3	DAL					
QUICK		INT		DEEP					
20		17		15					
YAC		BREAK		DISTANCE		PEN			
15		1		B		2			
RUN	NG	DL	LB	CTH	DRP				
7	1	6	12	5	2				
RUN		BLOCK		PASS		FUM		WORK	
13		3		7		A		11	

Robert Griffin III									
QB	18	A	LEAD	3	WAS				
SCR	QCK	INT	DEEP	PRS	INT				
20	17	14	10	13	-				
17	13	9	5	9	19				
PKT	SCR	H-R	PEN	P-A	FUM				
16	5	6	4	10	4				
1									
RUN	BRK	NG	DL	LB					
17	4D	3	7	14					
					15				
					15				

FINDING THE YARDAGE FOR EACH RUN LEVEL

The bottom of the Left PRC [yellow rectangle] contains the yardage associated with the DEFENSIVE LINE, LINEBACKER and DEFENSIVE SECONDARY levels. The Left PRC also contains yardage associated with DELAY runs; running plays where a loss occurs and yardage on a Power Run Play.

7		SNAP		9	
HIT		READ SAFETY			
SPRINT OUT		READ OPTION		FULL SACK	
5		LB			
BALL TIPPED INTO AIR INT?		LDE		INTER.	
BLITZ		PASS BLOCK/RUSH			
2 3 4		OFF 3-4 4-3			
B-1 B-1 B-1		LT WLB LDE			
DL LB DS		NT(LDT) MLB (L) FS		+5	
POWER LOSS		DL LB DS		DELAY	
2 -2		3 4 9		10	
0 -7		1 2 4		3	

6		3	
QUARTERBACK PRESSURES			
POCKET		QB-HIT	
7		4	
TARGET SEAM		TIPPED BALL	
H-R		PLAY HELP	
4		8 9	
+2		34 3	
SCREEN QUICK INT DEEP BOMB PRESS.			
7 6		13 29 47 7	
3 3		4 10 16 2	

We see that the DL, LB, DS, and Delay sections have 2 numbers associated with them - a black number and a red number. The red number is used when the defense wins a battle and makes a stop; the black number is used when the offense makes the play. The **+yardage** section on the Right PRC [blue square] contains a number which is added to the black number when an IPA calls for a specific offensive action and the offensive player is successful. POWER and LOSS yardages will be explained later.

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SPECIFIC CODES USED IN RUNNING PLAY INDIVIDUAL PLAYER ACTIONS

Each Running Play IPA contains the following codes: -/0, -/0/+, and 0/+. These symbols are reminders of what the yardage will be depending upon whether the player won or lost a battle.

-/0 This symbol occurs on defensive IPAs. It signifies that if the defender makes the play [-] you will use the red yardage number under a specific level. If the defender does not make the play [0] you will use the black yardage number under a specific level.

-/0/+ This symbol occurs on offensive IPAs associated with run blocking and a ballcarrier's ability to read a hole. If the blocker is unsuccessful or the ballcarrier doesn't read the hole effectively [-] you will use the red yardage number under a specific level. If the offensive player effectively provides run blocking or the ballcarrier reads the hole properly [0] you will use the black yardage number under a specific level. If the blocker opens a big hole or the ballcarrier breaks through the level [+] you will add the green **+** yardage to the black yardage number under a specific level for total yards gained.

0/+ This symbol occurs on offensive IPAs associated with a ballcarrier's ability to gain extra yardage by performing specific moves - i.e. YAC yardage. If the ballcarrier fails to execute the move [0] you will use the black yardage number under a specific level. If the ballcarrier executes the move [+] you will add the **+** yardage number from the Right PRC to the black yardage number under a specific level for total yards gained.

In short, the [-] symbol denotes that the defense made a play and you use the red yardage number. The [0] symbol denotes that the offense made the play and you use the black yardage number. The [+] symbol denotes that the offense made a good play and you add the **+** yardage from the Right PRC to the black number for total yardage gained.

APPLYING THE CODES USED IN THE RUNNING PLAY INDIVIDUAL PLAYER ACTIONS TO THE FOLLOWING:

NG

When the #20 number lands within the Ballcarrier's NG range apply the codes in this way:

[0] There is No Gain on the play, use 0 for total yardage gained.

[-] Use the higher LOSS negative from the Left PRC as defender will have made a play at the NG level, which is **-2** in the PRC cut-out to the left.

[+] When the level is NG and a block is made in favor of the offense, or the RB breaks through from the NG level: use the black DL yardage which is **3** in the PRC cut-out to the left.

POWER	LOSS	DL	LB
2	-2	3	4
0	-7	1	2

DS

When a play results in a Ballcarrier breaking through the DS level do the following:

Add the Left PRC LB and DS black numbers to the Right PRC **+** yardage number for a total of yards gained on the play. Example, the Left PRC LB and DS black numbers are 5 and 10 and the Right PRC **+** yardage number is **+3** the total would be 18 yards gained on the play.

DETERMINING BLOCKERS AND DEFENDERS ON RUNNING PLAYS

The RUNNING LANES AND DEFENSIVE ASSIGNMENTS CHART, included in the game materials, shows which player is assigned to block on a specific running play and what the corresponding defender would be.

RUNNING LANES and DEFENSIVE ASSIGNMENTS									
RCB		FS				SS		LCB	
WLB*[NB]		(RILB) < M		LB >		(LILB)		SLB[DB]	
RDE		RDT *		(NT)		LDT		LDE	
SWEEP L	EDGE L	OFF-T L	SLAM L	DIVE L	DIVER	SLAM	OFF-T R	EDGE R	SWEEP R
LWR	2TE 3WR TE*	LT	LG	C		RG	RT	TE 4WR	RWR
<p>* In the 3-4 Defensive Alignment when using the Nickel or Dime Package the WLB moves into the place of the RDT and the NT moves left and replaces LDT for assignment purposes</p> <p>*On Edge Left running plays - if there is not a 2nd TE or 3rd WR the TE motions across to block</p>									

When a defensive IPA calls for a defender at a specific level to make a tackle or hit, it is referring to the running lane associated with the play type and the defender assigned to that lane - on the DL, LB or DS level.

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Example - on a SLAM Left running play, the LG would get the blocking assignment. The RDT or NT would be the defender at the NG/DL level. The MLB or RILB would be the defender on the LB level. The FS would be the defender at the DS level. Defenders are specific to 3-Man and 4-Man fronts and the Nickel and Dime packages.

Over time, you will memorize which players, both offensively and defensively, are involved in the blocking and tackling on running plays.

RUNNING PLAYS - INDIVIDUAL PLAYER ACTIONS

STUFF RUN/SET EDGE DL -/0 This IPA calls for an interior Defensive Lineman on Dive and Slams plays to stuff the run allowing a defender to flow to the ball and make a stop OR a Defensive End on Off-Tackle, Edge or Sweep plays to "set the edge" of the defense allowing another player to flow to the ball and make a stop

RATING USED Defensive Lineman's Play Run rating

IN RANGE The Defensive Lineman wins the battle, use the [-] red yardage number

OUT OF RANGE The Defensive Lineman does not win the battle, use the [0] black yardage number

PURSUE LB -/0 This IPA calls for a Linebacker to flow to the play and disrupt the blocking so that another defender may come in and clean up the play for a defensive stop

RATING USED Linebacker's Play Run rating

IN RANGE The Linebacker wins the battle, use the [-] red yardage number

OUT OF RANGE The Linebacker does not win the battle, use the [0] black yardage number

SUPPORT DB -/0 This IPA calls for a Defensive Back to come up and provide support on a running play so that another defender may come in and clean up the play for a defensive stop.

RATING USED Defensive Back's Play Run rating

IN RANGE The Defensive Back wins the battle, use the [-] red yardage number

OUT OF RANGE The Defensive Back does not win the battle, use the [0] black yardage number

RUN BLOCK -/0/+ This IPA calls for an Offensive Lineman, Fullback/Running Back, Tight End, or Wide Receiver to provide run blocking on a play; the player involved is determined by the running lanes associated with specific run plays, as outlined above

RATING USED Offensive player's run block rating

IN RANGE The offensive player wins the blocking battle, use the [0] black yardage number

*If the Left PRC #20 used to determine the result of a blocking IPA is 1 to 5 the blocker has opened up a big hole [+], add the black number and plus yardage together for total yards gained on the play

OUT OF RANGE The offensive player does not win the blocking battle, use the [-] red yardage number

RB READ HOLE -/0/+ This IPA focuses on the ballcarriers vision and ability to read the hole

RATING USED The Ballcarrier's Read Hole rating

IN RANGE The Ballcarrier reads the hole, use the [0] black yardage number

*If the Left PRC #20 used to determine the result of an RB READ HOLE IPA is also within the ballcarrier's BREAK rating (inside the red rectangle on Adrian Peterson's 2012 card), he has broken through [+] that level of the defense, add the black number and plus yardage together for total yards gained on the play

**If the Left PRC #20 used to determine the result of an RB READ HOLE IPA, is also within the ballcarrier's BREAKAWAY rating (inside the red rectangle), he breaks away for a Long Gain; consult the LONG GAIN chart for total yards gained

OUT OF RANGE The Ballcarrier fails to read the hole, use the [-] red yardage number

Adrian Peterson					
RB	READ HOLE	20	BREAK	7	MIN 2012
NO GAIN		DEF LINE		LINEBACKER	
4	9	15			
YAC		BREAK		DISTANCE	
20	3		A		
REC	YAC	BRK	DIS	CTH	DRP
14	10	4		1	
RUN BLOCK		PASS	FUM	WORK	16
14	2	14	A+		16

IN GAME BLOCKING MATCHUP -/0/+

This IPA is an individual matchup between a blocker and a defender. Determine both players involved by using the running lanes blocking assignments, determined by play, and the corresponding defensive assignment. In short, you will compare two players, find the difference between the two, and establish a new range to determine if the offensive player wins the one-on-one matchup and opens a hole for the ballcarrier, or is defeated in the one-on-one matchup and the defense is able to make the stop.

RATINGS USED

Compare the offensive player's Run Block rating vs. the defender's Play Run rating. Take the difference between the two, in favor of the offensive player, and either add or subtract that difference, to or from 10. For example, the LT and RDE are involved in an IN GAME BLOCKING MATCHUP. Let's say the LT has a Run Block rating of 13 and the RDE has a Play Run rating of 10. The difference between the two is +3 in favor of the LT.

Now, we add the +3 to 10 for a range of 13. If the LT were to have a Run Block rating of 12 and the RDE were to have a Play Run rating of 18 the difference would be -6 in favor of the LT. We would subtract -6 from 10 for a range total of 4 that the LT will use to determine whether he wins the one-on-one blocking matchup.

IN RANGE

The offensive player wins the blocking battle, use the [0] black yardage number
*If the Left PRC #20 used to determine the result of a blocking IPA is 1 to 5 the blocker has opened up a big hole [+]; add the black number and plus yardage together for total yards gained on play

OUT OF RANGE

The offensive player does not win the blocking battle, use the [-] red yardage number

The following 4 RUNNING PLAY IPAs involve a ballcarrier attempting to gain extra yardage on the play. Other than a difference in the type of move, the play results are the same and are condensed together below.

LOWERS SHOULDER 0/+	The Ballcarrier attempts to lower the shoulder and power forward for extra yards
SPIN MOVE 0/+	The Ballcarrier attempts to spin away from a defender for extra yards
STIFF-ARM 0/+	The Ballcarrier attempts to stiff-arm an opponent to gain extra yards
JUKE MOVE 0/+	The Ballcarrier attempts to juke a defender in order to gain extra yards

RATING USED

Each of the above uses the Ballcarrier's YAC rating for running plays

<p>Walter Payton</p> <p>RB READ HOLE 19 BREAK 5 CHI 1979</p> <p>NO GAIN DEF LINE LINEBACKER</p> <p>4 9 15</p> <p>YAC BREAK DISTANCE</p> <p>17 1 G</p> <p>REC YAC BRK DIS CTH DRP</p> <p>12 15 2 B 2 2</p> <p>RUN BLOCK PASS FUM WORK 16</p> <p>13 3 18 3 A 16</p>	<p>Cam Newton</p> <p>QB 17 B LEAD 5 CAR 2012</p> <p>SCR QCK INT DEEP PRS INT</p> <p>19 16 13 9 12 20</p> <p>16 12 8 4 8 17</p> <p>PKT SCR H-R PEN P-A FUM 3</p> <p>16 5 3 2 8 1</p> <p>RUN BRK NG DL LB 16</p> <p>15 2F 3 8 14 16</p>	<p>DeSean Jackson</p> <p>WR STAR RAC 5 PHI 2013</p> <p>QUICK INT DEEP</p> <p>18 19 17</p> <p>YAC BREAK DISTANCE PEN</p> <p>17 1 A 4</p> <p>RUN NG DL LB CTH DRP</p> <p>8 5 11 8 3</p> <p>RUN BLOCK PASS FUM WORK EXP</p> <p>11 4 7 5 A 6</p>
--	--	---

Running Backs and Fullbacks have a YAC rating for running plays (in the red rectangle) and a separate YAC rating for pass plays (in the yellow box). Quarterbacks and Receivers use the same rating (inside the red box) for both their Run Rating and YAC rating.

IN RANGE

The Ballcarrier executes the move specified [+], add the plus yardage to the black yardage number

**If the Left PRC #20 used to determine if the ballcarrier wins the YAC battle is also withing the ballcarrier BREAKAWAY rating, he has broken away for a long gain. Use the LONG GAIN chart for total yardage on the play

OUT OF RANGE

The Ballcarrier fails to execute the move specified [0], use the original black number for yardage gained on the play

TACKLE LEVEL -/0

This IPA calls for the defender at the run level the ballcarrier arrives at to make a tackle, stopping the defender for a shorter gain

RATING USED

The Defender's tackle rating

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IN RANGE

The Defender makes the tackle on the Ballcarrier [-], use the red yardage number
 ^If the Left PRC #20 used to determine if the Defender makes a tackle is also within The Defender's FUM rating, there is a chance he may force a fumble on the play. There is a full explanation of fumbles and forced fumbles outlined below.

OUT OF RANGE

The Defender fails to make the tackle [0], use the black yardage number

The following 3 RUNNING PLAY IPAs involve a Defender attempting to make a Tackle on the Ballcarrier, while also possibly delivering a Solid, Hard or Big Hit on the Ballcarrier. You check first to see if the Defender makes the tackle, and second to see if he has also make the hit, the play results are the same and are condensed together below

TACKLE SOLID HIT -/0
TACKLE BIG HIT -/0
TACKLE HUGE HIT -/0

The Defender tackles the Ballcarrier and makes a Solid Hit

The Defender tackles the Ballcarrier and makes a Big Hit

The Defender tackles the Ballcarrier and makes a Huge Hit

IN RANGE

The Defender makes the tackle on the Ballcarrier [-], use the red yardage number
 ^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, the Defender has made the hit on the ballcarrier
 ^^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, and within the Defender's FUM rating, there is a greater chance that he may force a fumble on the play. There is a full explanation of fumbles and forced fumbles outlined below.

OUT OF RANGE

The Defender fails to make the tackle [0], use the black yardage number

RUNNING PLAYS - SPECIAL DESIGNATIONS

In SIDELINE FOOTBALL, there are 4 special designations that may occur when looking at the PRC's to determine the result of a running play.

STOPPERS

Each team has a Red, Blue and Yellow Stopper. These players are effective at stopping the ballcarrier for shorter yardage gains.

STAR DEFENDERS

Each team has at least 1, but as many as 5 star players. They can be any position, and the more stars a defense has, the better it will perform.

LEAD BLOCKER

When an offense has a Lead Blocker in its package, that Lead Blocker can defeat the actions called for on Defensive IPAs

PUSH THE PILE

This is an individual matchup between a ballcarrier on a running play and a defender to see if the ballcarrier is able to Push the Pile for extra yardage or even break away.

20		SNAP		2	
B-HIT		STOPPER		READ SAFETY	
SPRINT OUT		READ OPTION		SPLIT SACK	
2		DL		-	
BALL TIPPED INTO AIR INT?		W/B-LB		BOMB	
BLITZ		PASS BLOCK/RUSH			
2 3 4		OFF 3-4 4-3			
B-1 B-1 B-1		LG LDE RDE			
DL LB DS		RDE			
RDE		FS		+6	
POWER	LOSS	DL	LB	DS	DELAY
1	-2	3	7	9	4
-2	-5	1	3	4	1

17		SNAP		8	
DEF		LEAD BLOCKER 12		READ SAFETY	
SPRINT OUT		READ OPTION		SPLIT SUB LINE	
5		LB		-	
BATTED DOWN TO THE GROUND		NT(L DT)		STAR	
BLITZ		PASS BLOCK/RUSH			
2 3 4		OFF 3-4 4-3			
B-1 B-2 B-3		FB RDE LDE			
DL LB DS		RDE			
DL		MLB [R]		+4	
POWER	LOSS	DL	LB	DS	DELAY
4	-1	2	7	13	9
0	-6	1	3	6	2

12		SNAP		6	
PBU		PUSH THE PILE		READ SAFETY	
SPRINT OUT		READ OPTION		SPLIT SACK	
3		DL		A	
BATTED DOWN TO THE GROUND		LDE		INTER.	
BLITZ		PASS BLOCK/RUSH			
2 3 4		OFF 3-4 4-3			
B-2 B-1 B-4		FB LDE RDT			
DL LB DS		RDE			
LDE		SLB		+6	
POWER	LOSS	DL	LB	DS	DELAY
4	-1	3	4	9	12
-1	-3	1	2	4	3

5		★		15	
QUARTERBACK PRESSURES					
QB-HIT					
15					
TARGET	SEAM	TIPPED BALL	1		
13					
H-R	BLITZER 1	PLAY ACTION	HELP 9		
1		2		24	
+3		6			
SCREEN	QUICK	INT	DEEP	BOMB	PRESS.
9	3	14	30	53	14
4	1	5	10	18	5

LEFT PRC's

RIGHT PRC's

As seen here, the special designations that show up on the Left PRC are: STOPPER, LEAD BLOCKER and PUSH THE PILE

The ★ indicating a Star Defender shows up on the Right PRC

If the Left PRC or RIGHT PRC has nothing showing in the Special Designations area - there is no Special Designation action for that play

HOW TO USE SPECIAL DESIGNATIONS

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When drawing a new card to get the Left PRC #20 that will determine if the player designated in the IPA from the GAME CENTER is able to make the play or not, if the Left PRC has the STOPPER, LEAD BLOCKER or PUSH THE PILE designation, or the Right PRC has a Star Defender you will use the following procedures:

STOPPER

The STOPPER designation overrides all other IPAs, both offensive and defensive. If the Right PRC #20 is within the STOPPER's Tackle range he makes the stop on the play [-]. He stops all successful offensive IPAs, including BREAKAWAYS that a ballcarrier would have had. He even overcomes unsuccessful defensive IPAs that would have resulted in better gains for the offense. As you can see, STOPPERS are very valuable for a defense. Consideration should be given to removing them for substitutional purposes in Nickel and Dime packages. In other words, is it worth removing a STOPPER MLB for a better pass-defending Linebacker? That will be your choice to make when you lay out your defensive unit. If the Right PRC #20 is above the STOPPER's Tackle range he has not made the stop and everything that would have occurred takes place as normal.

^If the Right PRC #20 also falls within the STOPPER's FUM rating he may force a fumble.

SPECIAL NOTE - if the original ballcarrier's running play level is NG and the GAME CENTER

POWER	LOSS	DL	LB
2	2	3	4
0	-7	1	2

called for a defensive IPA, if that Defender wins his battle [-] resulting in a loss on the play AND the STOPPER is called for and the Right PRC #20 is within his Tacke range, the STOPPER combines with the defender to gang-tackle the ballcarrier for a bigger loss on the play - use the lower loss number on the Left PRC

STAR DEFENDERS

On Running Plays, STAR DEFENDERS override all Offensive IPAs and the LEAD BLOCKER Special Designation. If the Right PRC shows a STAR DEFENDER, any previously attained Offensive IPAs turn into his ability to make a stop on the play. The Left PRC #20 that would have been used to determine if an offensive player had won a matchup or battle is now used to determine if the STAR DEFENDER makes a stop [-]. If that Left PRC #20 is within his tackle range, he makes the stop. If the Left PRC #20 is above the STAR DEFENDER's Tackle range, he does not influence the play and everything that would have occurred takes place as normal.

^If the Right PRC #20 also falls within the STAR DEFENDER's FUM rating he may force a fumble.

SPECIAL NOTE - STAR DEFENDERS do not combine with other defenders for gang tackle losses on NG level results

LEAD BLOCKER

The LEAD BLOCKER designation overrides all Defensive IPA, but not STAR DEFENDERS. The LEAD BLOCKER designation has its own number assigned to it. That number is 11-20. LEAD BLOCKERS are involved only when the offense is in a BASE, ACE or FULL HOUSE package. In BASE, the Fullback is the LEAD BLOCKER for the RB and the Running Back is the LEAD BLOCKER for the FB on Running Plays. If the offense is in ACE, the Tight End to the side of the formation that the play is called for, either left or right, moves into motion to become the LEAD BLOCKER. If the GAME CENTER called for a Defensive IPA and the next card is drawn and reveals that the Defender from the IPA wins the matchup, but the LEAD BLOCKER # appears on the Left PRC and it is within the LEAD BLOCKER's Run Block Range [0], the ball carrier gets to the level designated at the beginning of the run play and use the black yardage for yards gained. If a running play is called in a 3-Wide or 4-Wide package, there is no LEAD BLOCKER and therefore, no LEAD BLOCKER Special Designation opportunity. **No BREAKAWAY runs occur.**

PUSH THE PILE 0/+

The PUSH THE PILE 0/+ Designation calls for the ballcarrier to try and push the pile, for extra yardage gained - after all other actions on a running play are resolved. The ballcarrier and the defender associated with the Running Play Level designated at the beginning of the play, enter into a PUSH THE PILE 0/+ matchup. Compare the ballcarrier Running YAC Rating vs. the Defender's Tackle Rating and take the difference between the two. That + or - difference is added to or subtracted from 10 to provide the ballcarrier with a range for pushing the pile. Draw a new card, if the Left PRC #20 is withing that new range [+] the ballcarrier pushes the pile for extra yardage. If the Left PRC #20 is also within the ballcarrier BREAKAWAY range check the LONG GAIN CHART for total yardage gained.

FUMBLES ON RUNNING PLAYS

In SIDELINE FOOTBALL, there are 3 ways for a Fumble to occur on a running play: 1) The Right PRC calls for a fumble check 2) The GAME CENTER calls for a defensive IPA involving a tackle and the defender's FUM rating is within the Left PRC #20 drawn resulting in a fumble check 3) The GAME CENTER calls for a defensive IPA involving the defender attempting to make a tackle with a chance to place a solid, big, or huge hit on the ballcarrier and the Left PRC #20 is within the defender's Tackle Range, HIT range and FUM range - a fumble check occurs with a greater opportunity for a fumble.

Earl Campbell											
RB	READ HOLE	20	BREAK	6	HOU	1979					
NO GAIN		DEF LINE		LINEBACKER							
3	8	14									
YAC		BREAK		DISTANCE							
17	2	B									
REC	YAC	BRK	DIS	CTH	DRP						
11	11	1	F	2	2						
RUN BLOCK		PASS		FUM		WORK					
13	4	16	3	A	16						

Tony Hill										
WR	STAR	RAC	3	DAL	1984					
QUICK		INT		DEEP						
20	17	15								
YAC		BREAK		DISTANCE						PEN
15	1	B								2
RUN	NG	DL	LB	CTH	DRP					
7	1	6	12	5	2					
RUN BLOCK		PASS		FUM		WORK				
13	3	7		A	11					

Cam Newton										
QB	17	B	LEAD	5	CAR	2012				
SCR	QCK	INT	DEEP	PRS	INT					
19	16	13	9	12	20					
16	12	8	4	8	17					
PKT	SCR	H-R	PEN	P-A	FUM					
16	5	3	2	8	3					
RUN	BRK	NG	DL	LB						
15	2F	3	8	14	16					

Running Backs, Receivers and Quarterbacks have FUM ratings in each of the areas shown within the red boxes to the right. If a player has nothing in the FUM rating area, like Tony Hill to the left, he has no chances for a fumble. Quarterbacks have a higher FUM rating for running

plays and sacks, and a lower FUM rating (in red) for fumbled snaps and exchanges.

FUMBLE CHECKS FROM RIGHT PRC

When you draw the cards to determine the SNAP of the ball and the Right PRC shows FUMBLE in the section highlighted to the left in yellow, a fumble check will occur when you draw the next card to determine the result of the IPA originally listed. If the #10 number area on the Right

6	3				
QUARTERBACK PRESSURES					
POCKET		QB-HIT			
4					
TARGET	SEAM	TIPPED		10	
7		BALL			
H-R	LINEMAN	PLAY	HELP		
4	8	9	5		
+2		3			
SCREEN	QUICK	INT	DEEP	BOMB	PRES.
7	6	13	29	47	7
3	3	4	10	16	2

PRC of the newly drawn card - shown in the blue box on the right - is within the FUM Rating of the ballcarrier a fumble may occur if: the Left PRC #20 used to determine the result of the IPA and the Right PRC #10 are either BOTH odd or BOTH even. If they are BOTH odd or BOTH even, the fumble occurs. If ONE is odd and the OTHER is even, there is no fumble.

1	13				
QUARTERBACK PRESSURES					
QB-HIT					
9					
TARGET	SEAM	TIPPED		3	
9		BALL			
H-R	LINEMAN	PLAY	HELP		
3	1	1	3		
+4		FUMBLE			
SCREEN	QUICK	INT	DEEP	BOMB	PRES.
6	1	15	22	47	11
3	0	5	7	16	4

FORCED FUMBLE CHECKS

When a Defender tackles the ballcarrier and the Left PRC #20 used to determine that result was within the defender's FUM rating, a fumble may occur if: 1) the opposing Right PRC's #10 is within the ballcarriers FUM rating and 2) the Left PRC #20 and the Right PRC #10 are BOTH odd or BOTH even. If they are BOTH odd or BOTH even, a fumble occurs. If ONE is odd and the OTHER is even, there is no fumble.

FORCED FUMBLE CHECKS COINCIDING WITH A HIT

When an IPA calls for a tackle combined with a hit, there is a greater chance of a fumble. When a Defender tackles the ballcarrier and the Left PRC #20 used to determine that result is within the defender's FUM rating and his HIT rating a fumble occurs if: The Right PRC #10 is within the ballcarriers FUM rating. The ODD or EVEN caveat no longer applies. In this case you use the full FUM rating, not the odd number(s) or even number(s).

SPECIFIC DEFENSES VS. THE RUN

Man and Zone are base defenses and have no specific instructions when playing the run. Box defense is specifically designed to create a better chance of stopping the run. Spy defenses can also be effective against the run. Blitz schemes involve a high level of Risk-Reward. When the defense calls a Blitz and the offense runs the ball, if the defense makes the stop it will be for less yardage gained. If the defense doesn't make

the stop or the offense makes a play, additional yardage will be added.

BOX

If the offense calls a running play and the defensive play call is BOX - meaning the Strong Safety is brought closer to the line of scrimmage to help against the run, that Strong Safety's Play Run rating will be checked to see if he influenced the play. After determining the IPA from the GAME CENTER for the run play, a new card is drawn to check for the result of the play from the Left PRC #20; that same Left PRC #20 is used to check to see if it is also within the Strong Safety's Play Run Range.

IN RANGE

If the Left PRC #20 is within range - DROP one level from the ballcarrier's level rating. Example, the original level was LB - if the Safety's rating is in range, drop to the DL level. If the original level was NG and the Safety's rating is in range, drop to the higher loss number. If a loss occurs on the play and the Safety's rating is in range, drop to the lower loss number.

OUT OF RANGE

If the Left PRC #20 is out of range the play is resolved as normal.

SPY

If the offense calls a running play and the defensive play call is SPY - meaning the MLB, or LILB is employed as a SPY against a running QB, he will also be effective against the run. Treat the SPYING MLB or LILB exactly like a STOPPER. Follow all procedures as outlined above for a STOPPER. However, a SPY does not override a LEAD BLOCKER.

BLITZ

If the offense calls a running play and the defensive play call is a BLITZ, certain changes are in effect. When drawing a card to determine what the IPA will be from the GAME CENTER at the SNAP of the ball and it is a Defensive IPA, the gamble of a BLITZ may have paid off. This also includes STOPPERS and STAR DEFENDERS. If the Defensive player wins his battle, or the STOPPER makes the play, or a STAR DEFENDER makes a play - DROP ONE RUNNING LEVEL. If the Defender, STOPPER or STAR DEFENDER does not make the play - ADD ONE RUNNING LEVEL.

IN RANGE

When the result of the Defensive Play is in range for any of the above defenders drop one level. NG drops to a loss. A loss drops to a bigger loss.

OUT OF RANGE

When the result of the Defensive Play is out of range for any of the above defenders, add one level. If the original level is the DS add the black numbers from the LB and DL results of the Left PRC to the **+** yardage found on the right PRC.

OFFENSIVE IPAs

If the IPA called for an offensive player to make a play, the gamble of a BLITZ did not pay off. There is an automatic level raise of 1. If the original level is the DS, add the black numbers from the LB and DL results of the Left PRC to the **+** yardage found on the right PRC.

LEAD BLOCKER

If the IPA called for a defensive player to make the play, but the LEAD BLOCKER Special Designation appears on the Left PRC and the offense is in a BASE, ACE or FULL HOUSE package, meaning that there is a Lead Blocker and the LEAD BLOCKER # is within his range - he provides effective blocking for the ballcarrier and the Run vs. Blitz level raise of 1 takes place. If the LEAD BLOCKER # is out of the Lead Blocker's range, follow the play procedure as normal for a Run vs. Blitz to determine the final result.

BREAKAWAY BLOCKS

When the offense calls a running play and the GAME CENTER calls for the BLOCK -/0/+ IPA or the IN GAME BLOCKING MATCHUP -/0/+ IPA, there is a chance the blocker opens such an effective hole that the ballcarrier may BREAKAWAY. If the Left PRC #20 is within the Blocker's Run Block range, and the Left PRC #20 is also within the ballcarrier's BREAKAWAY range, and the **LEFT PRC# is 1** he goes for a Long Gain. Use the LONG GAIN chart to determine the total yardage on the play.

SHORT YARDAGE PLAYS

If the offense lines up in a Power Formation, clearly expressing the intent of a Power Run, the defense automatically matches that Power Formation.

Offensive Play Calling options are:

POWER DIVE (left or right) - this is a power run or sneak behind the Center to the left or the right

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POWER SLAM (left or right) - this is a power run or sneak behind the Guard to the left or the right

POWER OFF-TACKLE (left or right) - this is a power run or sneak behind the Tackle to the left or the right

FOLLOW ALL PROCEDURES FOR ARRIVING AT THE SNAP OF THE BALL AND CONSULT THE GAME CENTER UNDER THE SHORT YARDAGE PLAYS OR THE INDIVIDUAL PLAYER ACTIONS

O-LINE POWER

This IPA calls for the Offensive Lineman to provide push at the point of attack. Use the Offensive Lineman's Power Rating.

POWER	LOSS
2	-2
0	-7

IN RANGE

The Offensive Lineman wins the battle at the point of attack, use the higher POWER number of the Left PRC to determine the yardage gained.

OUT OF RANGE

The Offensive Lineman loses the battle at the point of attack, use the lower POWER number of the Left PRC to determine the yardage lost.

D-LINE POWER

This IPA calls for the Defensive Lineman to provide push at the point of attack. Use the Defensive Linemans's Play Run Rating

IN RANGE

The Defensive Lineman wins the battle at the point of attack, use the lower POWER number of the Left PRC to determine the yardage lost.

OUT OF RANGE

The Defensive Lineman loses the battle at the point of attack, use the higher POWER number of the Left PRC to determine the yardage gained.

LB-STUFF

This IPA calls for the Linebacker to fly in and try to stuff the ballcarrier at the point of attack. Use the Linebacker's Play Run Rating.

IN RANGE

The Linebacker wins the battle at the point of attack, use the lower POWER number of the Left PRC to determine the yardage lost.

OUT OF RANGE

The Linebacker loses the battle at the point of attack, use the higher POWER number of the Left PRC to determine the yardage gained.

RB-READ HOLE

This IPA calls for the Ballcarrier to read the hole on the power play. Use the Ballcarriers Run Rating.

IN RANGE

The Ballcarrier reads the hole. Use the higher POWER number of the Left PRC to determine the yardage gained.

**If the Left PRC #20 is within the Ballcarrier's Run Rating and also within the Ballcarrier's BREAKAWAY rating, he breaks through the Power Formation for a Long Gain. Use the LONG GAIN chart for total yardage gained.

IN RANGE

The Ballcarrier fails to read the hole. Use the lower POWER number of the Left PRC to determine the yardage lost.

STOPPERS AND STAR DEFENDERS If the card drawn reveals a STOPPER on the Left PRC or a STAR DEFENDER on the Right PRC, this overrides all Offensive IPAs. If this STOPPER or STAR DEFENDER makes the play, use the lower POWER number of the Left PRC to determine the yardage lost. If the #20 is out of range of the STOPPER or STAR DEFENDER's Play Run Rating, resolve the play as normal.

LEAD BLOCKER

If the card drawn reveals a LEAD BLOCKER and there is a Lead Blocker available on the play, and the LEAD BLOCKER # is within his Run Block Range, he defeats all Defensive IPAs for SHORT YARDAGE. He does not defeat a STAR DEFENDER.

SECTION 6 - The Option Game

The Option Game in SIDELINE FOOTBALL is designed using the exact same Running Levels and Ratings as the Running Game. Option plays, however, call for the Quarterback to either keep or give the ball to a Ballcarrier depending on specific IPA and type of play called.

There are two types of option plays:

READ OPTION - outlined above in the Play Calling Section.

TRIPLE OPTION - outlined above in the Play Calling Section.

READ OPTION

Follow all procedures for arriving at the SNAP of the ball and instead of referring to the GAME CENTER,

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refer to the Left PRC in the READ OPTION section: which will have either DL or LB listed. If the Read Option is to the left, you will read either the RDE or OLB on that side, depending on what the Left PRC Read Option shows. If the Read Option is to the right, you will read either the LDE or OLB on that side.

1		SNAP		5	
DEF		READ OPTION		READ SAFETY	
SPRINT OUT		DL		FULL SACK	
1		RDE		INTER.	
BATTED DOWN TO THE GROUND		INT GROUNDING 13			
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-2	B-1	B-3	RB	LDE	LDE
DL	LB	DS	SS	+2	
POWER	LOSS	DL	LB	DS	DELAY
3	-2	2	5	12	4
-1	-5	1	2	5	1

Draw the next card. If the Left PRC #20 is within the Play Run Range of the DE or LB being read, he has defended the Read Option effectively and the QB options the ball to the RB for a DIVE RUN left or right, depending upon the original Option Read Direction of left or right. Follow all procedures for a DIVE RUN play as outlined above.

If the Left PRC #20 is above the Play Run Range of the DE or LB being read, he has not defended the Read Option effectively and the QB keeps the ball for a run because the DE or LB has "crashed" down on the RB going through the Dive hole. The QB is now loose on the edge of the defense. At that point, raise the original Run Play Level by 1 (follow all above procedures for raising a run play level) and take the #100 from the Left and Right PRCs and refer to the GAME CENTER under OPTION PLAYS - READ OPTION

DEFENDER REACT

This IPA calls for the defender at the Running Level indicated to react to stop the QB. Draw a new card and refer to the Defender's Tackle Rating.

IN RANGE The Defender tackles the QB [-], use the red number for the level indicated for total yardage gained.

^If the Left PRC #20 is also within the Defender's FUM rating, he may cause a fumble.

OUT OF RANGE The Defender fails to tackle the QB [0], use the black number for the level indicated for the total yardage gained.

QB REACT

This IPA calls for the Quarterback to react to the defense out on the perimeter. Draw a new card and refer to the Quarterback's Run Rating.

IN RANGE The Quarterback Reacts effectively to the defense [0], use the black number for the level indicated for total yardage gained.

**If the Left PRC #20 is also within the Quarterback's BREAKAWAY rating, he has broken through the defense. Use the LONG GAIN Chart to determine the result.

OUT OF RANGE The Quarterback fails to react effectively to the defense [-], use the red number for the level indicated for total yardage gained.

TRIPLE OPTION

Follow all procedures for arriving at the SNAP of the ball and instead of referring to the GAME CENTER, refer to the Right PRC #10(shown on the cut-out to the right). If the #10 is ODD - the QB gives the ball to the FB/RB for a DIVE RUN play, either left or right, depending on the original play call - follow all procedures for a DIVE RUN to get the result of the play. If the #10 is EVEN - the QB keeps the ball and flows to the edge of the defense. Check the Left PRC READ OPTION area, as outlined above, to see if the QB will read the

1		QUARTERBACK	
		QB-HI	
		9	
TARGET	SEAM	TIPP	

DL or the LB to the side of the play he is running toward. Draw a new card, if the Left PRC #20 is within that Defender's Play Run Rating, he has defended the option effectively and the QB pitches the ball to the trailing RB or WR/TE for an EDGE RUN, follow all procedures for determining the result of an EDGE RUN. If the Left PRC #20 is above the Play Run Range of the DE or LB being read, he has not defended the Option effectively, raise the original Run Play Level by 1 and take the #100 between the Left and Right PRCs and refer to the GAME CENTER.

DEFENDER REACT

This IPA calls for the defender at the Running Level indicated to react to stop the QB. Draw a new card and refer to the Defender's Tackle Rating.

IN RANGE The Defender tackles the QB [-], use the red number for the level indicated for total yardage gained.

^If the Left PRC #20 is also within the Defender's FUM rating, he may cause a fumble.

OUT OF RANGE The Defender fails to tackle the QB [0], use the black number for the level indicated for the total yardage gained.

QB REACT

This IPA calls for the Quarterback to react to the defense out on the perimeter. Draw a new card and refer to the Quarterback's Run Rating.

IN RANGE The Quarterback Reacts effectively to the defense [0], use the black number for the level indicated for total yardage gained.

**If the Left PRC #20 is also within the Quarterback's BREAKAWAY rating, he has broken through the defense. Use the LONG GAIN Chart to determine the result.

OUT OF RANGE The Quarterback fails to react effectively to the defense [-], use the red number for the level indicated for total yardage gained.

STOPPERS AND STAR DEFENDERS

If the GAME CENTER IPA called for the QB to react to the defense and either a STOPPER or a STAR DEFENDER is visible, use them to determine if a stop is made [-], use the red number at the appropriate level.

SPECIFIC DEFENSES AGAINST THE OPTION

Just like running plays, outlined above, the BOX Defensive Call, SPY Defensive Call, and the BLITZ Defensive Call have specific effects on Option Runs

BOX - If the QB options the ball to another ball carrier and either a DIVE Run or EDGE Run occurs, use the Strong Safety, as outlined above, to determine if a Running Level drop occurs.

-If the QB keeps the ball, after determining which IPA to use when the next card is drawn to determine the result of the play, use that same Left PRC #20 to check it against the Safety's Play Run Rating to determine if there is a level drop.

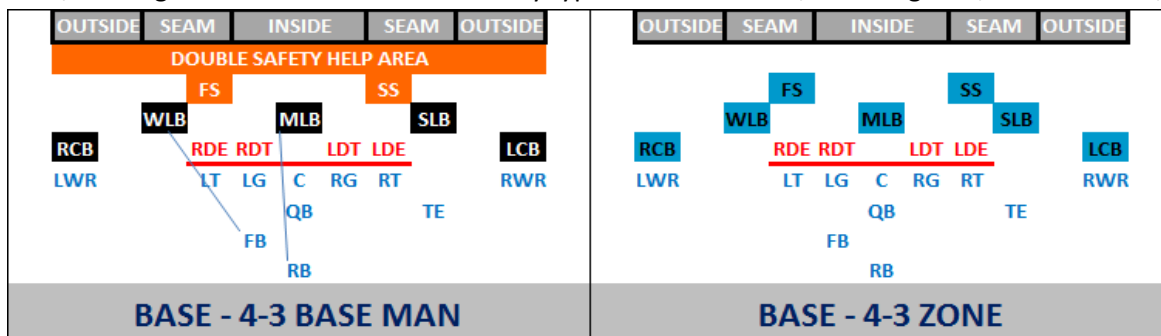
SPY - If the QB options the ball to another ball carrier, disregard the SPY as he is focusing on the QB

-If the QB keeps the ball, the MLB or LILB immediately overrides any IPA checks and he moves in to try and make a stop. Draw the next card. The Left PRC #20 is used to determine if the stop is made. If the stop is made [-], drop one level and use the red number for total yardage gained.

BLITZ All procedures for determining the result of a run play, when the Defensive Call is a BLITZ, are in effect against option plays. In short, if the IPA calls for a defender to make the play - whether the QB options the ball to a ballcarrier or he keeps the ball - all level drops or raises are in effect. Use the same guidelines as listed in the Running Game Section for BLITZ defense against the run.

SECTION 7 - The Passing Game

The Passing Game in SIDELINE FOOTBALL, as outlined above, is designed with 4 pass route depths: Quick, Intermediate, Deep and Bomb. Those 4 routes can be run to the Inside, Seam or Outside of a particular side (left or right) of a defense. In the Passing Game, it is important to determine who is providing pass coverage for any of the specific route depths and directions listed above. Pass coverage will either be Man, where each receiver is covered one-on-one by a defender, or Zone, where each defender covers a specific area of the field. The pass route depths and directions are the same for both defenses; however, the defending player may change depending upon whether the defense is in a Man or Zone coverage. Below is a cut-out from the BASE vs. 4-3 Chart from the PACKAGES folder in your game materials. You see that the field is divided into 5 areas. From the middle of the defense to the outside, they are Inside, Seam and Outside pass route/coverage areas. If the Defense is in any type of Man Defense, including BOX, SPY and BLITZ, the



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pass coverage is Man; each defender is matched up against the offensive player in front of him. If it is unclear as to who is in front of the defender, or if a defender from another part of the defense moves into coverage, a line is drawn between the defender and the offensive player he is assigned to. In Zone Defense, the Inside, Seam and Outside routes are covered by a defender in that specific area. Linebackers, Corner Backs, Nickel Backs and Dime Backs provide Zone coverage on Quick and Intermediate Routes, depending upon which side of the formation the pass route is run. The Free Safety and Strong Safety provide Zone coverage on Deep and Bomb Routes, depending upon which side of the formation the pass route is run.

On the BASE - 4-3 BASE MAN cut-out above, you see an Orange Shaded area above the Defense called the SAFETY HELP AREA. This will be either DOUBLE (as in the cut-out above), or SINGLE: meaning there is 1 Safety or 2 Safeties providing Safety Help to the Man Defender for Intermediate, Deep and Bomb Routes. Quick Routes do not have Safety Help. More information is given on Safety Help below.

QUARTERBACK AND RECEIVER RATINGS

In SIDELINE FOOTBALL, everything that takes place leading up to a Pass being thrown, including Offensive and Defensive IPAs, Matchups, etc., is used to decide which Quarterback Rating is used to determine if the Pass is complete or incomplete, or whether a Receiver Rating is used to determine if the Pass is complete or incomplete. As seen below, Quarterbacks are rated for the following throws: SCR (Screen), QCK (Quick), INT (Intermediate), DEEP and PRS (Pressure) passes. The Quarterback is also rated for INT (Interceptions). Each rating has a low and high number. The higher number is greater than the lower number. These numbers are 1-20 so that the Left PRC #20 provides a number that either fits into the Quarterbacks given range for a pass type, making the pass complete, or if the Left PRC #20 is above the Quarterbacks given range for a pass type, making the pass incomplete. Interceptions are handled differently and are explained below. Receivers are rated for Quick, Intermediate and Deep pass routes. The Rating Range for each pass type is used to determine if the Receiver is able to get open or remains covered. The Rating Range is also used to determine if the Receiver makes the catch, after getting open, or fails to make the catch. Again, this rating is a 1-20 number.

Joe Montana						
QB	20	A	LEAD	4	SF	1984
SCR	QCK	INT	DEEP	PRS	INT	
20	17	14	10	13	20	
17	13	10	6	9	19	
PKT	SCR	H-R	PEN	P-A	FUM	
18	2	6	3	9	2	
RUN	BRK	NG	DL	LB		16
10	1	6	11	17		15

Tony Gonzalez			
TE	STAR	RAC	1
QUICK	INT	DEEP	
20	19	8	
YAC	BREAK	DISTANCE	RAC
10			1
RUN	NG	DL	LB
5	18	20	8
RUN	BLOCK	PASS	FUM
9	2	16	A

ALL NON-BLITZ PASS PLAYS FOLLOW THIS PROCEDURE:

STEP 1 - BLOCKING/PASS RUSH

The first step determines if there is time to pass the ball because the offense pass blocked effectively or the defense failed to generate a pass rush. If there is NO PASS RUSH - STEP 2 is skipped, proceeding immediately to STEP 3

STEP 2 - POCKET/QB PRESSURE

This step is used only if the pass blocking fails, or the defense generates a pass rush. In this step, either the Quarterback is called upon to evade the pass rush or a Defender is called upon to Sack/Pressure the Quarterback

STEP 3 - READ DEFENSE/COVER RECEIVER

This step calls upon the Quarterback to read the defense, a Receiver to get open, or a Defender to cover a receiver.

STEP 4 - THROW THE PASS

This step checks the Quarterback's ability to complete the pass or a Receiver's ability to finish the route with a catch. Pass Defenders can influence the result of the pass in various ways. Deep Safeties can also influence whether a pass is complete or incomplete. Other actions like Batted Passes, Dropped Passes and Big Catches occur during this step.

STEP 5 - LEAD RECEIVER/RECEIVER YAC

Depending upon the quality of the throw in Step 4, the Quarterback may lead the receiver for extra yardage or the Receiver may be able to gain extra Yards After the Catch by performing a good move.

Pass Plays involving a Blitz are explained further below.

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PASSING PLAYS - INDIVIDUAL PLAYER ACTIONS

BLOCKING SUB-SECTION

After following all the procedures for arriving at the SNAP of the ball, and finding the Blocking IPA from the GAME CENTER - the Left PRC contains a section specific to players involved in Pass Blocking or Pass Rush (seen in the red rectangle to the right). To determine which Offensive Player will provide Pass Blocking on the play, look under the OFF heading of the PASS BLOCK/RUSH section of the Left PRC. The C (Center) is listed and he will be called upon to provide Pass Blocking. Offensive Linemen, Running Backs, Fullbacks and Tight Ends are possibilities in this section. To determine which Defensive Player is called upon to create a Pass Rush, consult the 3-4 or 4-3 headings of the PASS BLOCK/RUSH section of the Left PRC. The 3-4 is for 3-Man Fronts and 4-3 is for 4-Man Fronts. For 3-Man Fronts, the RDE, NT, LDE and WLB are possibilities. In 3-Man Fronts, the WLB - in Man Coverage - joins to Pass Rush. For 4-Man Fronts, the RDE, RDT, LDT and LDE are possibilities. If the IPA designates that 2 players match-up, draw a card for the Offensive Player first, and draw a second card to determine the defensive player.

8		SNAP		4	
PBU		LEAD BLOCKER 18		READ SAFETY D	
SPRINT OUT 2		READ OPTION DL		FULL SACK SUB LINE	
BATTED DOWN TO THE GROUND		W/B- LB			
BLITZ 2		PASS BLOCK/RUSH 3		OFF 4	
B-1		B-2		B-3 C	
DL		LB		DS FS	
POWER 4		LOSS -2		DL 1	
-2		-4		0	
		7		13	
		3		6	
				10	
				3	
				+8	

STAR DEFENDERS

When consulting the GAME CENTER to determine which IPA is used for the BLOCKING sub-section and a STAR DEFENDER is revealed on the Right PRC and the STAR DEFENDER is on the Defensive Line or the WLB in a 3-MAN Front, the STAR DEFENDER will attempt to create a Pass Rush, even if the IPA called for an Offensive Player to provide Pass Blocking. If there is more than 1 STAR DEFENDER available, use the STAR DEFENDER closest to the Offensive Player listed on the Left PRC PASS BLOCK/RUSH section. Some Right PRC's have a P-D or P-R symbol next to the STAR DEFENDER section. If more than 1 STAR is involved, the P-R designates that you use a Pass-Rusher.

MAX-PROTECTION

If the TE or LTE (when the offense is in the ACE Package) is designated on the Left PRC for Pass-Blocking, the Center has called a blocking scheme audible and the TE or LTE stays in to block. If the original playcall targeted the TE or LTE, the route audibles to the WR on the OUTSIDE of the TE or LTE. If a pressure pass calls for targeting the TE or LTE after staying in for MAX-PROTECTION, he now slips away from Pass Blocking and is available as an outlet for the QB.

DOUBLE-TEAMING

You may choose 1 Defensive Lineman to Double-Team. If the Lineman is a Defensive End, the Guard closest to him joins with the LT or RT to provide a Double-Team. If a DT is being Double-Teamed, the Center joins the LG or RG to provide a Double-Team. Treat the WLB in 3-Man Fronts like the RDT and the NT like the LDT. Therefore, the Center would assist the LG against the WLB or the RG against the NT. When the IPA calls for the Primary Pass Blocker of a Double-Teamed Defensive Lineman, add 5 to his Pass Block rating as another Offensive Lineman is combining with him on a Double-Team. Consequently, when the IPA calls for the Defender who is being Double-Teamed to create a Pass Rush, subtract 5 from his Pressure rating. If the IPA calls for the assisting Offensive Lineman to Pass Block, subtract 5 from his Pass Block rating as his primary focus was to Double-Team and he now attempts to recover.

ADJUSTMENTS BY PASS ROUTE TYPE

QUICK PASS ROUTES	INTERMEDIATE PASS ROUTES	DEEP/BOMB PASS ROUTES
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Add or subtract the following to the Offensive Player's Pass Block rating - by route type.

+2

-

-2

INDIVIDUAL PLAYER ACTIONS

PASS BLOCK

This IPA calls for an Offensive Lineman or RB/FB/TE to provide Pass Blocking for the Quarterback

RATING USED

The Offensive Player's Pass Block rating.

IN RANGE

The Offensive Player wins the battle. Skip to Step 3 - Read Defense/Cover Receiver

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OUT OF RANGE The Offensive Player does not win the battle. Proceed to Step 2 - Pocket/QB Pressure

PASS RUSH

This IPA calls for a Defensive Lineman, Linebacker, Defensive Back, or Blitzing defender to create a Pass Rush

RATING USED The Defensive Player's Pressure Rating

^^^On Blitz Plays, +3, +6, +9, or +12 will be added to the Defender's rating

IN RANGE The Defensive Player wins the battle. Proceed to Step 2 - Pocket/QB Pressure

OUT OF RANGE The Defensive Player does not win the battle. Skip to Step 3 - Read Defense/Cover Receiver

IN GAME BLOCKING MATCHUP

This IPA is an individual blocking matchup between an Offensive Player and a Defensive Player. After determining the two players who will be matched up, compare the Offensive Player's Pass Block Rating vs. the Defender's Pressure Rating. Take the difference between the two, in favor of the Offensive Player. Add or subtract that difference to or from 10. That is the new range for the determining whether the Offensive player provides effective pass blocking.

RATING USED Offensive Player's Pass Block Rating and the Defensive Player's Pressure Rating

IN RANGE The Offensive Player wins the blocking matchup. Skip to Step 3 - Read Defense/Cover Receiver

OUT OF RANGE The Offensive Player does not win the battle. Proceed to Step 2 - Pocket/QB Pressure

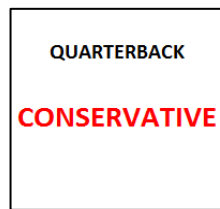
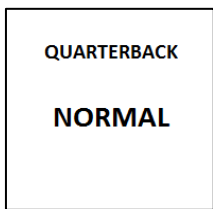
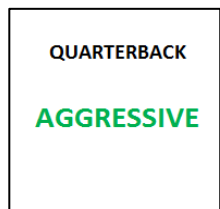
POCKET/QB PRESSURE SUB-SECTION

If an Offensive Lineman provided good pass protection for the Quarterback, or the Defensive Player failed to create a pass rush, SKIP THIS STEP and move to STEP 3 READ DEFENSE/COVER RECEIVER.

This section determines if the Quarterback is able to deal effectively with pass rush pressure or if a Defensive Player is able to take advantage of the pass rush created and sack the Quarterback or force a hurried pressure throw.

QUARTERBACK MIND-SET

On Offense, you must choose what the Mind-Set of your Quarterback will be. This is a factor on Quarterback Pressures. There are 3 options: Aggressive, Normal and Conservative. Pick between the 3 and place the corresponding Player Mat (included in the game materials) in the vicinity of the offense for quick reference.



AGGRESSIVE QUARTERBACK Quarterbacks in an aggressive mindset will look to make plays down-field after getting away from pressure. This will cause the Quarterbacks to take more risks. It may pay off, however, if the team is trailing.

NORMAL QUARTERBACK Quarterbacks in a normal mindset will look to make plays down-field on 3rd and long, but otherwise will make use of checkdowns in order to avoid risky plays.

CONSERVATIVE QUARTERBACK Quarterbacks in a conservative mindset will not take any risks down-field. He will always choose to check the ball down to backs out of the backfield. This is the mindset of a quintessential game manager.

SPECIFIC RATINGS USED ON POCKET/QB PRESSURE IPAs

Defensive Players have a specific section on their card for creating a Pass Rush and Pressuring the Quarterback. This section is called the Pressure Line and is highlighted in the yellow rectangles on the cards from 1984 for Mark Gastineau and Keena Turner. This section is referred to when an IPA asks for the Defensive Player to create

Mark Gastineau									
DE	16								NYJ
	16								1984
STAR				PEN					20
PLAY RUN	TACKLE	FUM	HIT						
15	15	4	7						
PRESSURE	SACK	QBF	QBH						
20	5	5	15						
QCK	INT	DEEP	HELP	INT	PBU				
4	3		1		4				

Keena Turner									
WLB	16								SF
	16								1984
STAR	STOPPER			PEN					18
PLAY RUN	TACKLE	FUM	HIT						
19	15	2	6						
PRESSURE	SACK	QBF	QBH						
13	1	1	4						
QCK	INT	DEEP	HELP	INT	PBU				
11	11	4	4	2	4				

Roger Staubach									
QB	18	A	LEAD	4					DAL
									1979
SCR	QCK	INT	DEEP	PRS	INT				
19	16	13	9	12	20				
16	12	9	5	8	19				
PKT	SCR	H-R	PEN	P-A	FUM				
16	2	4	1	9	5	1			
RUN	BKK	NG	DL	LB					
10	1	4	9	15	16	16			

Drew Brees									
QB	20	A	LEAD	3					NO
									2012
SCR	QCK	INT	DEEP	PRS	INT				
20	17	14	10	13	20				
17	14	10	5	10	18				
PKT	SCR	H-R	PEN	P-A	FUM				
15	1	7	3	5	3				
IRON	BKK	NG	DL	LB					
1		19	20		16	16			

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Pass Rush or Sack/Pressure the Quarterback.

Quarterbacks have two specific ratings on their card for dealing with a Pass Rush and Quarterback Pressure. The red boxes on Roger Staubach's 1979 card and Drew Brees's 2012 card include PKT and SCR. PKT stands for Pocket and SCR stands for Scramble. This section and ratings are referred to when the Quarterback is called upon to evade pressure.

The Right PRC contains information and symbols specific to QUARTERBACK PRESSURES as seen from the Right PRC cut-out to the right. More information is given on them below.



INDIVIDUAL PLAYER ACTIONS

SACK/PRESSURE QB

This IPA calls for the Defensive Player to either sack the QB, force a low-percentage throw, possibly get a Hit on the QB, or even Force a Fumble

RATING USED

The Defensive Player's Pressure Line

IN RANGE

If the Left PRC #20 is within the SACK range of the Defender, he sacks the QB. If the Left PRC #20 is above the SACK range of the Defender but still within the Defender's PRESSURE range, the Defender forces a low-percentage pressure throw - use the QB's lower PRS throw rating to determine if the pass is complete or incomplete.

QBF If the Defender Sacks the QB and the Left PRC #20 is also within the Defender's QBF range, he may Force the QB to Fumble, getting a Strip-Sack. If the Right PRC #10 is within the QB's FUM rating a Fumble occurs, follow the Fumble procedures as outlined above following the ODD/EVEN instructions

QBH If the Defender Sacks the QB and the Right PRC QUARTERBACK PRESSURES section contains a QB-HIT number within the Defender's QBH range, the Defender Sacks the QB and also gets a good hit in.

QB-HIT - a good hit on the QB

QB B-HIT - a Big Hit on the QB

QB H-HIT - a Huge Hit on the QB

Just like Solid, Big and Huge Hits on ballcarriers. If the Defender delivers a B-HIT (Big Hit) or H-HIT (Huge Hit) on the QB while forcing a fumble, you use the entire QB FUM rating instead of the ODD/EVEN mandate.

IMPORTANT If the Defender Forces a low-percentage pressure throw and also hits the QB you will add +3 to the QB lower PRS Throw Rating increasing the chances the pass will be incomplete or even intercepted

OUT OF RANGE

If the Left PRC #20 is above the Defender's PRESSURE rating he fails to force a hurried throw, use the QB's higher PRS Throw Rating to determine if the pass is complete or incomplete.

SACK/PRESSURE QB [THROW AWAY]

This IPA is actually part of the above IPA - SACK/PRESSURE QB **EXCEPT FOR THE FOLLOWING:** The Quarterback may avoid the Sack by Throwing the Ball Away

RATINGS USED

The Quarterback's PKT Rating and QB Rating

IN RANGE

If the IPA results in the Defender sacking the Quarterback, draw another card. If the Left PRC #20 is within the Quarterback's PKT Rating and the Right PRC #20 is within The Quarterback's QB Rating he has thrown the ball away.

OUT OF RANGE

If either of the PRC's #20s are outside of the above mentioned range, the Sack is the result of the play - follow all procedures above for a sack.

SACK/PRESSURE QB [ESCAPE]

This IPA is actually part of the above IPA - SACK/PRESSURE QB EXCEPT FOR THE FOLLOWING: The Quarterback may avoid the Sack by Escaping

RATING USED

The Quarterback's SCR (Scramble) Rating

IN RANGE

If the IPA results in the Defender sacking the Quarterback, and the Left PRC #20 used to determine if there was a Sack is also in the Quarterback's SCR rating, he Escapes the sack. Draw another card and use the Right PRC #20 to determine the Run Level the QB gets to on a QB Scramble Run

OUT OF RANGE

If the Left PRC #20 used to determine that there was a sack on the play and that

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number is above the QB's SCR rating, the Sack is the result of the play - follow all procedures above for a sack

The following 3 PASS PLAY POCKET/QB PRESSURE Sub-Section IPAs involve the Quarterback attempting to avoid Pass Rush Pressure. The result of each IPA is the same, they simply call for the Quarterback to attempt to execute different move in order to evade the Pass Rush.

MOVE OUT OF POCKET	The Quarterback attempts to move out of the Pocket to avoid pressure
STEP UP IN POCKET	The Quarterback attempts to step up in the pocket or "climb the pocket" to avoid pressure.
SLIDE AWAY FROM PASS RUSH	The Quarterback attempts to move sideways in the pocket - sliding to the left or the right - to avoid pressure.

RATING USED IN RANGE The Quarterback's PKT Rating
 The Quarterback avoids the Pass Rush Pressure, use the higher QB PRS Throw Rating to determine if the pass is complete or incomplete. The Quarterback may also attempt to look downfield for a longer throw if he is in an AGGRESSIVE mindset or will choose a Check-Down if he is in a CONSERVATIVE mindset. Complete instructions on Pressure Throws follow this section.
 QB Scramble If the Left PRC #20 used to determine if the Quarterback is able to get away from Pressure is within his SCR rating, he will take-off for a QB SCRAMBLE run - explained in detail below.

OUT OF RANGE The Quarterback fails to avoid the pressure and is sacked. Since this sack results from the Quarterback's inability to avoid the pass rush you will determine who gets credit for the sack by following the directions below for ASSIGNING CREDIT FOR A SACK.

DETERMINING PRESSURE PASS TARGETS, THROWING THE BALL DOWNFIELD, AND CHECKING THE BALL DOWN

The following provides instructions for determining who will be targeted on a pressure pass, as the original routes have now been disrupted and the receivers break those off and attempt to make themselves available for the QB. Instructions will also be give for when AGGRESSIVE/NORMAL mindset Quarterbacks attempt to throw the ball down-field or a CONSERVATIVE mindset Quarterback checks the ball down.

When Drawing the cards to find the result of the Quarterback attempting to avoid pass rush pressure, the Left PRC #20 is used to check against the QB's PKT rating to determine if the QB avoids the pass rush or is sacked, DIRECT your focus at the same time to the highlighted sections on the PRC's below.

The red rectangle, spanning both Left and Right PRC's, contains information on who is targeted, the direction of the Pressure or Downfield pass, STAR RECEIVER information and possible Intentional Grounding Penalty checks. The blue box on the Right PRC contains information on check-down receivers. TARGETS - when the Quarterback is forced into a pressure throw or low-percentage pressure throw by a defender applying pressure, the Right PRC in the TARGET are inside the red rectangle specifies who the TARGET receiver will be on that particular pressure pass. The TARGET color corresponds to the

TARGET player mats placed underneath individual receivers as outlined in the previous section for assigning Passing Game TARGETS. If a TARGETED receiver is not in the package - for example, if the LTE is the YELLOW TARGET and the Offense is in a 3-WIDE package, the TARGET will be the 3-WR [or] if the TE is the BLUE TARGET and the Offense is in a 4-WIDE package, the TARGET will be the 4-WR; in short, whatever the other receiver is on the side of the formation where the would-be targeted receiver is absent, that receiver becomes the TARGET.

The Direction of the Pressure Pass route is also contained on the Right PRC and includes: INSIDE, SEAM and OUTSIDE. INT GROUNDING # - If a Hurried/Pressure Pass ends up incomplete and the INT GROUNDING symbol is shown and the INT GROUDNING # is higher than the Quarterback's QB Rating - an INTENTIONAL GROUNDING PENALTY occurs.

STAR RECEIVER

When the STAR RECEIVER designation appears on the Left PRC and the player who will be the TARGET for the Pressure Pass, as revealed on the Right PRC, is a STAR RECEIVER - as specified on his card - you will add +3 to the Quarterback's Throw Rating, for whatever pass type is being attempted. STAR RECEIVERS are high quality receivers who work back to the QB effectively in Pressure Pass situations. They are very valuable as their ability as a receiver increases the QB's possibility of completing a pass.

THROWING DOWNFIELD - NORMAL QUARTERBACKS

Quarterbacks in a NORMAL mindset will throw the ball Downfield in an attempt to make a Big Play when the opportunity arises. An opportunity to throw Downfield exists when 2 things are present on the Left and Right PRCs:

- 1) A pass depth is shown on the Left PRC - INTERMEDIATE, DEEP or BOMB
- 2) The #20 contained within the Pressure Pass area on the Right PRC (as shown above) is within the Quarterback's QB Rating

IN RANGE If both of the above occur, the Quarterback attempts to throw the ball to that pass play level to the TARGET indicated on the Right PRC. Use the higher QB Throw Rating for the pass level indicated. STAR RECEIVER +3 applies.

OUT OF RANGE If only 1 or neither of the above occur, the Quarterback attempts to throw a Pressure Pass, to the TARGET indicated, using the higher Quarterback PRS Throw Rating. STAR RECEIVER +3 applies.

***Ignore a check-down prompt, if the above 2 conditions are met for throwing the ball downfield.

THROWING DOWNFIELD - AGGRESSIVE QUARTERBACKS

Quarterbacks in an AGGRESSIVE mindset always look to throw the ball Downfield in an attempt to make a Big Play.

IN RANGE If the 2 conditions outlined above are met - in the THROWING DOWNFIELD - NORMAL QUARTERBACK instruction section -the QB attempts to throw a pass to the pass play level indicated to the TARGET indicated on the Right PRC. Use the higher QB Throw Rating for the pass level indicated. STAR RECEIVER +3 applies.

OUT OF RANGE If the above mentioned conditions are not met, meaning there is no pass depth indicated or the #20 is above the Quarterback's QB Rating, the Quarterback - in an AGGRESSIVE mindset still attempts to FORCE the ball into the TARGET Receiver indicated using the lower QB Throw Rating for an:

INTERMEDIATE PASS - if the Right PRC #20 is EVEN

DEEP PASS - if the Right PRC #20 is ODD

THROWING DOWNFIELD - CONSERVATIVE QUARTERBACKS

Quarterbacks in a CONSERVATIVE mindset never look to throw the ball downfield, opting instead to check the ball down to a back out of the backfield.

CHECKDOWNS - AGGRESSIVE QUARTERBACKS

Quarterbacks in an AGGRESSIVE mindset never take the checkdown opportunities, opting instead to look downfield for a Big Play.

CHECKDOWNS - NORMAL QUARTERBACKS

Quarterbacks in a NORMAL mindset take advantage of opportunities to throw the ball downfield - when those opportunities present themselves. If the downfield opportunity is not there NORMAL mindset Quarterbacks will either throw a Pressure Pass, as outlined above, or check the ball down to a back out of the backfield when the Checkdown Symbol appears (instructions below).

CHECKDOWNS - CONSERVATIVE QUARTERBACKS

Quarterbacks in a CONSERVATIVE mindset always choose to check the ball down, never looking for Big Play opportunities downfield or to throw a Pressure Pass.

CHECKDOWN SYMBOLS

A checkdown opportunity exists when either of the two symbols below appears on the Right PRC in the QUARTERBACK PRESSURES section.

CDr

CDr is a checkdown to the Running Back

CDf

CDf is a checkdown to the Fullback if there is a FB in the Offensive Package, if not it is to the RB

If a checkdown symbol appears for NORMAL mindset Quarterbacks follow the instructions below
If a checkdown symbol appears for AGGRESSIVE mindset Quarterbacks, ignore it - as outlined above
CONSERVATIVE mindset Quarterbacks always check the ball down even if there is no checkdown symbol. In that case:

CHECKDOWN TO THE RB - if the Right PRC #20 is EVEN

CHECKDOWN TO THE FB - if the Right PRC #20 is ODD (if there is no FB it is to the RB)

***If the Offense is in 5-Wide there is no checkdown option; the QB takes off on a QB Scramble Run

CHECKDOWN PASSES

Use the Quarterbacks higher SCR (Screen) Rating to determine if the checkdown pass is complete or incomplete.

Use the red yardage number under SCREEN on the Right PRC for the yardage.

If the Pass is complete and the Left PRC #20 used to determine the completion of the pass is in either the QB's LEAD Range or the RB/FB's YAC Range - extra yardage or a BREAKAWAY may occur.

Every completed checkdown pass involves the FB/RB's individual defender - if in Man Coverage - or Zone area defender - if in Zone Coverage - to attempt to make a stop which would hold the ballcarrier to the red number under SCREEN on the Right PRC. Use the Right PRC #20 and compare that to the Defender's Tackle Rating. If the Right PRC #20 is within his Tackle Rating, the red number under the SCREEN section is the total yardage. If the Right PRC #20 is above his Tackle Rating, the block number under the SCREEN section is the total yardage.

*If the Right PRC #20 is within either or both of the Defender's FUM and HIT rating, those apply.

QB SCRAMBLE RUNS

When drawing the card to determine the Running Level for the QB Scramble Run, if the Left PRC #20 is within the QB's BRK (Breakaway) Rating, a Long Gain occurs. Use the LONG GAIN CHART for total yardage gained. The Right PRC has a direction indicated on it in the PRESSURE THROW SECTION (more details provided below). That direction, INSIDE, SEAM or OUTSIDE is the direction the QB scrambled to. If the direction is OUTSIDE, the QB gains yardage and runs out of bounds on the play.

ASSIGNING CREDIT FOR A SACK

Once the play results in a Sack use the remaining Left PRC to determine if the Defender gets a FULL SACK or if it will be a SPLIT SACK. If the Left PRC shows FULL SACK, the Defender who made the play gets a full 1.0 Sack. If the Left PRC shows SPLIT SACK, the Defender has combined with another Defender for a Split Sack. Give each player a 0.5, draw another card and refer to the PASS BLOCK/RUSH section to determine the player involved. If the player is the same as the Defender who made the play, the Official Stat Keeper gives that player a full sack. If a sack results from the Quarterback failing to avoid pressure, use the above directions for determining if it will be a FULL or SPLIT Sack, drawing cards to determine which defensive player on individual sacks, or defensive players on combined sacks are listed in the PASS BLOCK/RUSH section.

DETERMINING YARDAGE LOST ON A SACK

To determine the yardage lost on the Sack, refer to the Right PRC, red number under the pass route type: QUICK, INT (Intermediate) or DEEP (Sacks on Bomb routes also use the Deep category). If the red number under QUICK is 0, use 1 instead.

READ DEFENSE/COVER RECEIVER SUB-SECTION

The READ DEFENSE/COVER RECEIVER Sub-Section is used when the Offensive Line provided effective Pass Blocking giving the Quarterback time to Read the defense and throw, or the defense was called upon to create a Pass Rush but failed to do so giving the Quarterback time to Read the defense and throw. This Sub-Section includes IPAs that test the Quarterback's ability to Read the defense, IPAs that determine whether a defender successfully covers the receiver he is assigned to and IPAs calling on receivers to get open or complete an action that will help another receiver get open.

POCKET CHECKS

If the Quarterback fails to read the defense effectively, or a receiver fails to get open or help another receiver to get open, a pocket check may occur. If a defender provides effective pass route coverage or wins an individual matchup, a pocket check may occur. These Pocket Checks put the Quarterback under pressure.

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When drawing the card to determine the result for the IPA in the READ DEFENSE/COVER RECEIVER Sub-Section and the Left PRC #20 is out of the Quarterback's QB Range, or the Receiver's specified range - focus on the Right PRC in the QUARTERBACK PRESSURES section (inside the blue rectangle below). If the POCKET symbol appears, a Pocket Check

2		10	
QUARTERBACK PRESSURES			
POCKET	QB H-HIT	CDr	
TARGET	OUTSIDE	TIPPED	BALL
H-R	LINEMAN	PLAY ACTION	HELP
+10			
7	10	6	7
3			10
4	10	19	25
2	5	6	8
10	19	25	45
8	5	6	15
5			3
			10
			5
			8
			3

occurs. When drawing a card to determine the result of an IPA that called for a defender to cover a receiver and the Left PRC #20 is within the Defender's Coverage Rating for the pass route specified - focus on the Right PRC in the QUARTERBACK PRESSURES section to verify if the POCKET symbol appears. If the POCKET symbol is present - a Pocket Check occurs. On IN GAME MATCHUPS, if the Quarterback or Receiver loses the matchup a Pocket Check occurs when the POCKET symbol appears on the Right PRC.

POCKET CHECK PROCEDURES

OFFENSIVE IPAs - If the GAME CENTER IPA called for the Quarterback to Read the Defense, a Receiver to Get Open, or a Receiver to run an option route, clearing route or pick route and the Left PRC #20 is above that players range and the Right PRC shows a POCKET symbol - a Pocket Check occurs. Draw another card. If the Left PRC #20 is above the Quarterbacks PKT Range, a sack

occurs because the offensive player lost his battle. If the Left PRC #20 is within the Quarterback's PKT Range, refer to the above procedures for a Quarterback Pressure Pass, following all guidelines for the mindset of the Quarterback.

DEFENSIVE IPAs - if the GAME CENTER IPA called for a Defender to cover a receiver and the Left PRC #20 is within the Defender's Coverage Range for the pass route specified and the Right PRC shows a POCKET symbol - a Pocket Check occurs. Draw another card. If the Left PRC #20 is above the Quarterback's PKT Range a sack occurs - it is a Coverage Sack. If the Left PRC #20 is within the Quarterback's PKT Range, refer to the above procedures for a Pressure Pass.

MATCHUPS IPA - If the GAME CENTER IPA called for an Individual Matchup and the offensive player wins the matchup, there is no pocket check. If the offensive player fails to win the individual matchup and the Right PRC shows a POCKET symbol, follow the above procedures for a Pocket Check

QB SCRAMBLE RUNS If the Left PRC #20 is within the Quarterbacks SCR (Scramble) range, he takes off on a QB Scramble Run - follow all procedures previously given for QB Scramble Runs.

INDIVIDUAL PLAYER ACTIONS

QB READ DEFENSE

This IPA calls for the Quarterback to read the defense to find an open receiver.

RATING USED The Quarterback's QB Rating.

IN RANGE The Quarterback successfully reads the defense, use the Quarterback's higher throw range for the pass route specified. Also use the higher Interception range.

OUT OF RANGE The Quarterback fails to read the defense and will now throw into coverage, use the Quarterback's lower range for the pass route specified. Also use the lower Interception Range.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

IN GAME MATCHUP QB-DEF

This IPA calls for the Quarterback and the Defender of the receiver running the specified pass route to enter into a one-on-one matchup. Compare the Quarterback's QB Rating against the Defender's Pass Coverage Rating for the pass route specified. Take the difference between the two on the side of the Quarterback. Add or subtract the difference to or from 10. The new number gives the new range for the Quarterback to read the defense.

RATINGS USED The Quarterback's QB Rating and the Defender's Pass Coverage Rating for the specific route being run by the receiver.

IN RANGE The Quarterback successfully reads the defense, use the Quarterback's higher throw range for the pass route specified. Also use the higher Interception range.

OUT OF RANGE The Quarterback fails to read the defense and will now throw into coverage, use the Quarterback's lower range for the pass route specified. Also use the lower Interception Range.

POCKET if the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

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This time, however, when a Pocket Check occurs, the QB can only throw a pressure pass. He cannot look downfield or check the ball down. This is the reward for effectively covering receivers on pass routes.

RECEIVER GET OPEN

This IPA calls for the Receiver to get open on the pass route he is running.

RATING USED

The Receiver's Pass Route Rating for the route being run, i.e. Quick, Intermediate, Deep and Bomb (use the Deep Rating for Bomb Passes).

IN RANGE

The Receiver is able to get open on the pass route. Use the Receiver's Pass Route rating to determine if he finishes the route with a catch, following all procedures detailed below for throwing a pass. This IPA demonstrates the value of high-caliber receivers.

BOMB Routes Use the Receiver's Deep Range -5

OUT OF RANGE

The receiver fails to get open forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route specified. Also use the lower int. rating.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

RECEIVER OPTION ROUTE

This IPA calls for a Receiver to read the defense much in the way a Quarterback does and adjust the pass route based on what he reads. The adjustment is one pass route higher than the original call and to an open area in the defense.

OPTION ROUTES - are most effective against Man Coverage when there is only 1 Safety Deep or 0 Safeties Deep, as the Receiver adjusts the pass route depending on how many Safeties are in deep coverage.

OPTION ROUTE VS. MAN DEFENSE 2 SAFETIES DEEP

The Receiver attempts to read that there are 2 Safeties Deep as he runs his pass route.

RATING USED

The next Pass Route Rating one level up from the original call (i.e. Quick to Intermediate, Intermediate to Deep, etc.).

IN RANGE

The Receiver reads that there are 2 Safeties Deep and runs a Stop Route at the new pass route level. Use the Receiver's Pass Route Rating for that route. Safety Help (as outlined below) and the Receiver's Individual Man defender can not break up the pass as he has successfully driven the defender deeper and quickly stopped to receive the pass.

OUT OF RANGE

The receiver fails to get open forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route specified.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

OPTION ROUTE VS. MAN DEFENSE 1 SAFETY DEEP

The Receiver attempts to read that there is only 1 Safety Deep as he runs his pass route and break that route to the outside away from the Single Deep Safety, one route level higher than the original route.

RATING USED

The next Pass Route Rating one level up from the original call (i.e. Quick to Intermediate, Intermediate to Deep, etc.)

IN RANGE

The Receiver reads that there is only 1 Safety Deep and adjusts his route to the outside away from the Single High Safety. Use the Receiver's Pass Route Rating for that route. Safety Help (as outlined below) and the Receiver's Individual Man defender cannot break up the pass as he has successfully adjusted the route away from coverage

OUT OF RANGE

The receiver fails to get open forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route specified.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

OPTION ROUTE VS. MAN DEFENSE 0 SAFETIES DEEP

The Receiver attempts to read that there are 0 Safeties Deep as he runs his pass route and break that route to the inside providing a better angle for the Quarterback to throw to, one route level higher than the original route.

RATING USED

The next Pass Route Rating one level up from the original call (i.e. Quick to

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IN RANGE

Intermediate, Intermediate to Deep, etc.)

The Receiver reads that there are 0 Safeties Deep and adjusts his route to the inside giving the Quarterback a wide open look. Use the Receiver's Pass Route Rating for that route. Safety Help is not present and the Receiver's Individual Man defender cannot break up the pass as he has successfully adjusted the route away from coverage.

OUT OF RANGE

The receiver fails to get open forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route specified.

POCKET if the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

OPTION ROUTE VS. ZONE DEFENSE

The Receiver attempts to read the Zone Defense and find a seam or hole in the Zone where he will "sit" the route down, one route level higher than the original route.

RATING USED

The next Pass Route Rating one level up from the original call (i.e. Quick to Intermediate, Intermediate to Deep, etc.)

IN RANGE

The Receiver reads the Zone Defense and "sits" his route down in the seam or hole in the Zone giving the Quarterback a wide open look. Use the Receiver's Pass Route Rating for that route. Safety Help is not involved and the Receiver's Zone defender cannot break up the pass as he has successfully adjusted the route away from coverage.

OUT OF RANGE

The receiver fails to get open forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route specified.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

RECEIVER CLEARING ROUTE*

This IPA calls for two receivers to work in tandem where one receiver runs a deeper "clearing" route opening up space for the original TARGET receiver to maneuver in.

*The RECEIVER CLEARING ROUTE is only available when two receivers are on the same side of the formation. Therefore, in the Offensive Base Package, and the Offensive Full House Package, the LWR does not have a tandem receiver to work with. In this case simply use the RECEIVER GET OPEN IPA for the original route called and determine the play result following all guidelines.

RATING USED

The Tandem Receiver's Pass Route Rating one level up from the pass route the TARGET receiver is running.

*BOMB pass routes. If the TARGET receiver is running a Bomb route, use the Tandem Receiver's Deep Route rating as he is running a "go" route to clear space.

IN RANGE

The Tandem Receiver's Clearing Route is successful in opening underneath space for the TARGET receiver to work in. Safety Help cannot cause an incompleteness as the Safety is focused on the Tandem Receiver's Clearing Route. Use the Quarterback's higher throw range for the pass route specified. Also use the higher interception range.

OUT OF RANGE

The Tandem receiver fails to run a successful Clearing Route forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route Specified.

POCKET If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

RECEIVER PICK PLAY*

This IPA calls for two receivers to work in tandem where one receiver runs a pick route getting in the way of the TARGET receiver's individual man defender. Follow the procedures in the RECEIVER CLEARING ROUTE* IPA for when a Tandem receiver is available.

ZONE DEFENSE - pick routes do not work against Zone Defenses as each defender is covering a specific area and will not trail a receiver thus negating a pick route opportunity. Simply use the RECEIVER GET OPEN IPA for the original route called and determine the play result following all guidelines.

RATING USED

The Tandem Receiver's Pass Route Rating for the same route level as the route being run by the TARGET receiver.

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IN RANGE The Tandem Receiver's Pick Route is successful in helping the TARGET receiver to get open. Safety Help is not available as the confusion from the Pick Route impedes the Safeties path to the TARGET receiver. The receiver's individual defender cannot break up the pass as he has been eliminated from the play. Use the Quarterback's higher throw range for the pass route specified. Also use the higher interception range.

OUT OF RANGE The Tandem receiver fails to run a successful Pick Route forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route Specified. *****POCKET***** If the POCKET symbol occurs on the Right PRC a Pocket Check occurs.

DEFENDER COVERAGE This IPA calls for the TARGET receiver's individual Man Defender or Zone area defender to cover the receiver at the route level being run.

RATING USED Each defender is rated for covering pass routes on Quick, Intermediate and Deep pass routes. Use the rating corresponding with the route being run by the TARGET receiver. If the route is a Bomb route, use the defender's Deep coverage rating.

IN RANGE The defender effectively covers the receiver causing the Quarterback to throw into coverage. Use the Quarterback's lower pass range for the pass route specified. *****POCKET***** If the POCKET symbol occurs on the Right PRC a Pocket Check occurs. This time, however, when a Pocket Check occurs, the QB can only throw a pressure pass. He cannot look downfield or check the ball down. This is the reward for effectively covering receivers on pass routes.

OUT OF RANGE The defender fails to cover the receiver on the pass route. Use the Quarterback's higher throw range for the pass route specified. Also use the higher interception range.

IN GAME MATCHUP REC-DEF This IPA calls for the TARGET receiver and his Individual Man Defender or Zone area defender to enter into a one-on-one matchup. Compare the Receiver's Pass Route Rating for the route being run against the Defender's Pass Coverage Rating for that route. Take the difference between the two, in favor of the Receiver. Add or subtract the difference to or from 10. The new number gives the range for the Receiver to get open.

RATING USED The Receiver's Pass Route Rating for the route being run and the Defender's Pass Coverage Rating for that route.

IN RANGE The Receiver wins the one-on-one individual matchup. Use the Receiver's Pass Route Rating for that route to determine if the pass is complete or incomplete.

OUT OF RANGE The Receiver fails to win the one-on-one matchup forcing the Quarterback to throw into coverage, use the Quarterback's lower range for the pass route Specified. *****POCKET***** If the POCKET symbol occurs on the Right PRC a Pocket Check occurs. This time, however, when a Pocket Check occurs, the QB can only throw a pressure pass. He cannot look downfield or check the ball down. This is the reward for effectively covering receivers on pass routes.

THROWING THE PASS

This section covers everything specific to the throwing of a pass.

The results of the INDIVIDUAL PLAYER ACTIONS above led to either the Quarterback throwing the ball or the Receiver finishing the route with a catch. For each pass route, depending upon the result of the IPA, you are directed to use the Quarterback's higher rating for a pass route (when the receiver is open) or the Quarterback's lower rating for a pass route (when the receiver is not open and the throw is into coverage). If the IPA was receiver-focused and he was able to get open his pass route rating is used to determine if he finishes the route with a catch. Either way, the ball will now be thrown and the pass will be completed, incomplete or intercepted.

You will notice that the following numbers on Left PRCs are coded by color with a specific action assigned

3 When the Left PRC #20 is 3, a Batted Pass at the line of scrimmage may occur resulting in an incompleteness or interception

4 5 When the Left PRC #20 is 4 or 5, a Dropped Pass may occur turning a catch into an incompleteness

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3 BATTED PASSES

Because 3 is a low number, it will almost always result in pass being completed when the ball is thrown. Batting the Pass, therefore, is extremely valuable for the defense.

Again, the Left and Right PRC's are used in conjunction to determine the result of a Batted Pass.

17	DRAW FALSE ST. NT(RDT)		5
PBU	READ SAFETY		
SPRINT OUT		READ OPTION	FULL SACK
5	LB		
BATTED DOWN TO THE GROUND		W/B-LB	STAR DEEP
		LB	INT GROUNDING 10
BLITZ		PASS BLOCK/RUSH	
2	3	4	OFF 3-4 4-3
B-2	B-3	B-3	RT RDE LDE
DL	LB	DS	+8
POWER LOSS		DL LB DS	DELAY
1	-2	3	5 9 7
-1	-6	1	2 4 2

4	QUARTERBACK PRESSURES		8
QB-HIT			
13			
TARGET	INSIDE	TIPPED BALL	3
1			
H-R	BLITZER	PLAY ACTION	HELP
2	20	3	2
+5			12
			9
SCREEN	QUICK	INT	DEEP BOMB PRESS.
2	6	15	35 49 12
1	3	5	12 16 4

As you see, the BATTED PASS section on the Left PRC corresponds to the TIPPED BALL section on the Right PRC which contains a number between 1-10. That number corresponds to the Defender's PBU rating as found in the red box on Dan Hampton's 1984 card. If the Right PRC's tipped ball #10 is within the Defender's PBU Range, the pass is tipped or batted at the line.

Dan Hampton			
DT	15		CHI 1984
STAR	STOPPER	PEN	20
PLAY RUN	TACKLE	FUM	HIT
20	20	3	9
PRESSURE	SACK	QBF	QBH
20	3	3	10
QCK	INT	DEEP	HELP INT PBU
7	4	2	6

When a pass is thrown and the Left PRC #20 used to determine if it is complete, incomplete or intercepted and the number is **3** use the following procedure.

Slide the Left PRC, without flipping it over, so that the next Left PRC is visible. The information in the BATTED PASS section on the Left PRC will tell you what type of tipped ball scenario is involved and which player may tip/bat the pass. The Right PRC, still in view as the original Left PRC, has simply been slid up, and will be used to determine if the #10 is within the PBU range of the defender listed on the newly revealed Left PRC.

TYPES OF BATTED/TIPPED PASSES

BALL KNOCKED OUT OF HAND This IPA calls for a pass rushing defender to knock the ball out of the Quarterback's hand while he is attempting to throw. If the Right PRC #10 is within the Defender's PBU range, the ball is knocked out of the Quarterback's hand and is incomplete.

BATTED DOWN TO THE GROUND This IPA calls for a pass rushing defender to jump up and bat a thrown pass to the ground. If the Right PRC #10 is within the Defender's PBU range, he has jumped up and batted the pass down to the ground and it is incomplete.

BALL TIPPED INTO AIR INT? This IPA calls for a pass rushing defender to jump up and tip a thrown pass into the air and the ball may be intercepted. If the Right PRC #10 is within the Defender's PBU range, he has jumped into the air and tipped the ball which may now be intercepted. Now, flip over the previously slid up Left PRC, if the Right PRC is within the Quarterback's Interception Range, the ball is intercepted. Use the Quarterback's higher interception range if the IPA leading to the pass being thrown was in favor of the offense. Use the Quarterback's lower interception range if the IPA leading to the pass being thrown was in favor of the defense.

BALL TIPPED INTO AIR INT? CAUGHT If the Right PRC #10 used to determine if the ball is tipped into the air is also shaded #3 **3**, there is a chance that the ball could be caught instead of intercepted. When flipping over the previously slid up Left PRC, the TARGET shown on the Right PRC can make a big catch if the Left PRC #10 is within the CTH (Big Catch) range. Use the intermediate pass route yardage to determine yardage gained on the play. If the TARGET receiver does not make a big catch, the pass can still be intercepted, as outlined above.

DEFENDER INVOLVED - Almost always the defender involved will be a Defensive Lineman. When the player the Left PRC calls for the W/B-LB player it is referring to the WLB in a 3-4 defense or a blitzing player when the defense calls a Blitz. Procedures will be given below for determining blitzing players.

Numbers 4 and 5 on thrown passes may be dropped by the receiver. Each Receiver and Running Back is rated for CTH (Big Catches) and DRP (Drops). When **4** and **5** are on the Left PRC #20 and the pass is going to be complete, refer to the Right PRC for the #10 as outlined below in the yellow box.

4		8	
QUARTERBACK PRESSURES			
QB-HIT			
13			
TARGET	INSIDE	TIPPED	BALL
1			3
H-R	BLITZER	PLAY	HELP
2	20	3	2
+5			12
			9
SCREEN	QUICK	INT	DEEP
2	6	15	35
1	3	5	12
			BOMB
			49
			PRESS.
			12

If the Right PRC #10 is within the Receiver's DRP range, a drop occurs and the pass is incomplete. If the Right PRC #10 is above the Receiver's DRP range, there is no drop and the pass is complete, if that was the original result.

16 17 BIG CATCHES

Numbers 16 and 17 on thrown passes, if incomplete, may still be caught by the receiver. When **16** and **17** are on the Left PRC #20 and the pass is going to be incomplete, refer to the Right PRC #10 as outlined below in the yellow box. If the Right PRC #10 is within the Receiver's CTC range, a Big Catch occurs and the pass is complete for whatever yardage the original result called for. At times, you will see that 16 or 17 is within a Quarterback's upper or

lower interception range. If the pass is going to be intercepted because of range checks, but the receiver makes a Big Catch, the Big Catch is the result of the play, not the interception. If 16 or 17 is within the Quarterback's Throw Range for a given pass route type or within a Receiver's Pass Route Range when he is attempting to finish a route with a catch, disregard the need to check for a Big Catch, the pass is simply complete as designated.

READING SAFETIES AND THE PLAY-ACTION PASS

When the Quarterback throws an Intermediate, Deep or Bomb Pass and the Defense is in Man Coverage with either 1 or 2 Safeties Deep, the Deep Safety may break on the ball and cause the pass to be incomplete or intercepted unless that Safety is taken out of the play by the Quarterback's ability to manipulate the Safety or a Play-Action fake was both available and effective.

READING THE SAFETY

Man to Man Defense with 2 Safeties in Help Coverage Area The Free Safety on the left side of the defense and the Strong Safety on the right side of the defense provide Safety Help on all Intermediate, Deep or Bomb Passes in any of the three directions: Inside, Seam and Outside. Unless the Safety on the side of the field where the ball is thrown is taken out of the play - he may cause the pass to be incomplete or intercepted.

Man to Man Defense with 1 Safety in Help Coverage Area When the Defensive call is BOX, SPY or a BLITZ, there is only the Free Safety in Safety Help Coverage. The Free Safety provides Safety Help on all Intermediate, Deep or Bomb Passes but only on Inside and Seam directional routes. He cannot Help on the outside routes. Unless the Free Safety is taken out of the play on Inside and Seam routes - he may cause the pass to be incomplete or intercepted.

***Remember, on RECEIVER OPTION ROUTES, RECEIVER CLEARING ROUTES and RECEIVER PICK PLAYS, if the Receiver or Tandem Receiver is successful, the Deep Safety or Safeties are taken out of the play and no longer provide Deep Safety Help.

ZONE DEFENSE - there is no Deep Safety Help for ZONE DEFENSE - Safeties in ZONE DEFENSE cover Deep and Bomb routes.

QUARTERBACK READ SAFETY RATING AND DEFENDER HELP RATING Each Quarterback is rated on his ability to manipulate Safeties in Deep Safety Help and each Defender is rated on his ability to provide Safety Help when

Joe Montana		SF 1984	
QB 20	A	LEAD 4	
SCR	QCK	INT	DEEP
20	17	14	10
17	13	10	6
9	19		
PKT	SCR	H-R	PEN
18	2	6	3
9	9	3	9
RUN	BRK	NG	DL
10	1	6	11
17	15		

Donnie Shell		PIT 1984	
SS	16	16	
STOPPER	PEN	18	
PLAY	RUN	TACKLE	FUM
10	16	2	5
2	5		
PRESSURE	SACK	QBF	QBH
10			2
2			
QCK	INT	DEEP	HELP
20	17	16	5
4	5		

in Deep Coverage (as seen in the green boxes). Quarterbacks are rated A, B, C or D for reading the Safety. Defenders are rated 0-10 on providing Deep Safety Help.

When drawing a card when a pass is thrown to determine if it will be completed, incomplete or intercepted, you will also refer to the Left and Right PRCs when a Deep Safety is involved.

Steve Watson			
WR STAR	RAC	5	DEN 1984
QUICK	INT	DEEP	
16	18	16	
YAC	BREAK	DISTANCE	PEN
17	1	B	2
RUN	NG	DL	LB
5	8	13	19
			CTH
			DRP
			6
			1
RUN	BLOCK	PASS	FUM
14	2	8	A
			16

Again, the Left and Right PRCs are used in conjunction to determine the result. The Left PRC, in the READ SAFETY

9	DRAW FALSE ST. RDE		0
HIT		READ SAFETY B	
SPRINT OUT	READ OPTION	SPLIT SACK	
1	LB		
BATTED DOWN TO THE GROUND		LDE	INTER.
BLITZ		PASS BLOCK/RUSH	
2	3	4	OFF 3-4 4-3
B-1	B-3	B-4	LT NT LDT
DL	LB	DS	
		LCB	+2
POWER	LOSS	DL	LB DS DELAY
3	-2	2	7 12 11
-2	-5	1	3 5 3

4	QUARTERBACK PRESSURES		8
	QB-HIT		
	13		
TARGET	INSIDE	TIPPED BALL	3
	1		
H-R	BLITZER	PLAY ACTION	HELP
2	20	3	2
+5			
			12
			9
SCREEN	QUICK	INT	DEEP BOMB PRESS.
2	6	15	35 49 12
1	3	5	12 16 4

area shown in the green box, provides a letter grade or a - (dash) that will be used to determine if the QB is able to manipulate the Safety. The HELP area on the Right PRC shows a number 1-10 that corresponds to the Safety's Help Rating.

Let's say the pass thrown is an Intermediate Pass and we are using Joe Montana's card above. The Left PRC #20 is 9, so it is within Montana's upper INT Pass Range number. Donnie Shell is in Safety Deep Help Coverage. Shell's HELP Rating is 5. The Right PRC HELP #10 is 2 which is within Shell's HELP Rating. If Montana does not manipulate Shell, he will come

into the play and cause the pass to be incomplete or perhaps intercepted as the HELP #10 on the Right PRC of 2 is also within Shell's INT rating. However, Montana's READ SAFETY Rating is A and the Left PRC READ SAFETY grade is B, which is within Montana's rating. Therefore, Montana has moved Shell either with his eyes or shoulder movement and taken him out of the play and the pass is complete. If Montana was rated a C, the grade check would have been above his rating and he would not have moved Shell. If Shell's HELP rating was 1, the HELP # of 2 on the Right PRC would have been above his rating and it wouldn't have mattered what Montana's grade was.

In short, if the READ SAFETY grade is a - (dash) or the grade is above the Quarterback's Read Safety rating, he fails to manipulate the Deep Safety who may come into the play and cause the pass to be incomplete or intercepted, as long as the Right PRC Help #10 is within the Safeties HELP Range. If it is above his range, he does not factor into the play.

THE PLAY-ACTION PASS

Play-Action run fakes accomplish two things: 1) They take any Deep Safeties out of Deep Coverage Safety Help and 2) They increase a Quarterback's chances of completing a pass.

On certain downs an offense can call any pass as a Play-Action pass. This is available when the offense is facing 1 & 10 yards to go or less, 2 & 8 yards to go or less or 3 & 4 yards to go or less.

ESTABLISHING THE RUN

The more effective the offense is at running the ball, the more effective the Play-Action pass will be. The game materials include Play-Action Mats, an example of which appears below. In SIDELINE FOOTBALL, there are 7

PLAY ACTION	
QB	-
DOWN	DISTANCE
1	10
2	8
3	4
UNTIL RUNNING GAME IS ESTABLISHED	
LEVEL BUMP	25 YARDS

PLAY ACTION	
QB	+1
DOWN	DISTANCE
1	10
2	8
3	4
UNTIL RUNNING GAME IS ESTABLISHED	
LEVEL BUMP	50 YARDS

PLAY ACTION	
QB	+6
DOWN	DISTANCE
1	10
2	8
3	4
RUNNING GAME IS DOMINATING	
LEVEL BUMP	OVER 150 YARDS

Play-Action levels (- through 7). The more rushing yardage the offense accumulates, the higher the Play-Action effectiveness. Play Action - (dash), as seen the to left, is used until the offense gains 25 yards on the ground. Once the 25 yards are gained, the offense bumps up to Play-Action +1

until 50 yards are gained on the ground. This occurs all the way until the offense gains over 150 yards on the ground and is dominating with the ground attack. The -, +, and +6 as seen in the example PLAY ACTION Mats above, not only take the Deep Safety out of the play, but add -(0), +1,+2,+3,+4,+5 or +6 to the Quarterback's Throw Range for the pass route designated. This is a powerful offensive weapon.

In order for a Play-Action to work, the offense must be in the Down and Distance described above and the PLAY ACTION number on the Right PRC (as seen in the cut-out below) must be within the Quarterback's P-A Range as seen on Terry Bradshaw's card

from 1979. If those two criteria are met, the Play-Action fake has occurred and 1) The Deep Safety (if present) is taken out of the play and 2) The Quarterback will receive the +bump to his Throw Range for the route specified depending upon which PLAY ACTION level

TZER 3	PLAY ACTION	HELP
	8	10

Terry Bradshaw						
QB	14	B	LEAD	5	PIT	1979
SCR	QCK	INT	DEEP	PRS	INT	
18	15	12	8	11	18	
15	11	8	4	7	16	
PKT	SCR	H-R	PEN	P-A	FUM	
18	-	2	1	6	6	2
RUN	BRK	NG	DL	LB		
10	1H	5	10	16	16	16

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the offense is currently in.

For example, Pittsburgh is facing 1 & 10 to go and they have 44 yards rushing on the day. Currently, they are in PLAY ACTION +1 as seen above. The Offensive call is a Play-Action INTERMEDIATE INSIDE pass to the Green TARGET. Do everything else associated with arriving to the SNAP of the ball and draw a card for the SNAP. Look at the Right PRC for the PLAY ACTION #10 to determine if it is within Bradshaw's P-A Range. Let's say the Right PRC PLAY ACTION #10 is 3 - that is within Bradshaw's P-A Range of 6. The Play-Action fake has worked. Resolve all battles and matchups according to the IPA involved. If Bradshaw is able to use his higher Intermediate Pass Range number because all things led to him Reading the Defense or a Receiver got open on the play or became open because a Defender did not cover him effectively - add +1 to Bradshaw's higher INT Pass Range of 12 for a new range of 13. If Bradshaw faces Pressure or he is forced to throw into coverage, using his lower INT pass range number - there is no Play-Action bump - even though the Play-Action fake worked at the start of the play. Whenever a Right PRC PLAY ACTION #10 is above a Quarterback's P-A range, the Play-Action fake did not work (no matter what PLAY ACTION level the offense is in) and the Deep Safeties are still in the Play and there is no +bump to the upper completion range.

As you can imagine, the Play-Action pass is very helpful for less-effective Quarterbacks and helpful to any Quarterback in general. Therefore, establishing a solid running game will be the priority of any smart and successful play-caller.

DEFENDERS PLAYING THE BALL

Once the ball is thrown, Defenders in Pass Coverage still have an opportunity to make a play on the ball, unless otherwise specified above. Each defender has an INT and PBU rating, as seen on Lester Hayes's and Mike Haynes's cards

Lester Hayes					
CB	16	LARAI	1984	19	
STAR				PEN	
PLAY RUN	TACKLE	FUM	HIT		
4	14	2	5		
PRESSURE	SACK	QBF	QBH		
13			3		
QCK	INT	DEEP	HELP	INT	PBU
20	19	18	5	1	5

Mike Haynes					
CB	16	LARAI	1984	18	
STAR				PEN	
PLAY RUN	TACKLE	FUM	HIT		
6	18	3	8		
PRESSURE	SACK	QBF	QBH		
17			4		
QCK	INT	DEEP	HELP	INT	PBU
20	20	20	8	3	8

from 1984. These two ratings are checked when a pass is thrown to the receiver being guarded. The Defenders HIT rating may also come into play in specific IPA.

INT - is a 0 through 10 rating used to determine if the Defender makes a good enough play on the ball to require an Interception check.

PBU - is a 0 through 20 rating used to determine if the Defender is able to defend the pass, in a variety of ways, forcing an incomplete throw.

19	SNAP	9
PBU	READ SAFETY	D
SPRINT CUT	READ OPTION	SPLIT

0	QUARTERBACK PRESSURES	4
QB-HIT	CDR	11

Again, the Left and Right PRCs work in conjunction to determine what kind of in-air defense a defender will attempt to play and if it is successful. The Left PRC (top section cut-out showing) has an area designated for ball-in-the-air pass defense -(shown in the red box). The Right PRC

#20 is used to determine if the action described on the Left PRC is within the defender's range, thus making the play, or above defender's PBU range, in which case he would fail to make the play.

When a new card is drawn to determine if a pass is completed incomplete, or intercepted you will also focus on the Left PRC for the in-air pass defense IPA and the Right PRC to determine if the #20 is within or out of the defender's INT or PBU range for the IPA in question.

IN AIR PASS DEFENSE INDIVIDUAL PLAYER ACTIONS

DEF

This IPA calls for a Defender to provide ball-in-the-air pass defense, but does not call on the defender to break up the pass or hit the receiver. He simply plays the defender in a way that prevents the pass from being caught.

IN RANGE

The Defender plays the receiver effectively, the pass is incomplete.

*Interception - if the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play.

OUT OF RANGE

The Defender fails to play the receiver effectively, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

PBU

This IPA calls for a Defender to move in and break the pass up by tipping it away from the receiver.

IN RANGE

The Defender plays the receiver effectively, the pass is incomplete.

*Interception - if the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play.

OUT OF RANGE

The Defender fails to play the receiver effectively, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

TIP [I]

This IPA calls for a Defender to move in and break the pass up by tipping it away from the receiver, exactly the same as a PBU. Except that if the Defender Tips the ball, it may be intercepted.

IN RANGE

Draw a new card. Look to the Left PRC in the area listing the Defensive Players by defensive level (as shown in the Left PRC cut-out to the left). If the Right PRC #20 is odd, use the LB level, if the Right PRC #20 is even, use the DS level. Draw a new card. If the Right PRC #20 is within the INT Range of the Defender you located on the previous Left PRC, an interception check of the Quarterback takes place; if no interception takes place, the original defender has still tipped the ball away, the pass is incomplete.

*Interception - if the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play.

OUT OF RANGE

The Defender fails to play the receiver effectively, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

TIP [C]

This IPA calls for a Defender to move in and break the pass up by tipping it away from the receiver, exactly the same as a PBU. Except that if the Defender Tips the ball, it may be caught by an Offensive Player.

IN RANGE

Draw a new card. Locate the TARGET on the Right PRC; this is the player who has a chance to make a Big Catch. Draw a new card, if the Right PRC #10 is within the TARGET Receiver's CTH Range, he makes the catch. If it is above his CTH Range, the pass is incomplete. Use the yardage of the next highest pass level of the original pass route.

*Interception - if the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play.

OUT OF RANGE

The Defender fails to play the receiver effectively, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

IN-DRP

This IPA calls for a Defender to Intimidate the Receiver into dropping a catchable ball. The Defender's HIT Rating is used for this IPA.

IN RANGE

The Defender Intimidates the Receiver who then drops the ball, the pass is incomplete.

*Interception - If the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play.

OUT OF RANGE

The Defender fails to intimidate the receiver, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

The following IPAs all involve a Defender's ability to break up a pass by delivering a hit to the receiver which jars the ball loose. The different IPA simply call for different types of hits. The result of each play is the same and the IPA are grouped together.

HIT

This IPA calls for the defender to break up the pass by delivering a Hit to the receiver.

B-HIT

This IPA calls for the defender to break up the pass by delivering a Big Hit to the receiver.

H-HIT

This IPA calls for the defender to break up the pass by delivering a Huge Hit to the receiver.

RATINGS USED

The Defender's PBU rating and HIT rating. INT rating can also come into play.

IN RANGE

If the Right PRC #20 is within the Defender's PBU Range and his HIT Range, he delivers the hit and the pass is incomplete.

*Interception - if the Right PRC #20 is also within the Defender's INT Range - check for an Interception - if no interception takes place, the defender still makes the play

IF AN INTERCEPTION TAKES PLACE - the defender has played the ball instead of the man.

OUT OF RANGE

The Defender fails to hit the receiver or make a play on the ball, the pass is complete or incomplete depending upon the Left PRC#20 and the Quarterback's Throw Range.

INTERCEPTIONS

There are 3 ways for an interception to occur: 1) The Quarterback throws a bad pass that may be intercepted by the defense, 2) A defender makes a good play on a thrown ball and intercepts it and 3) A ball may be tipped into the air at the line of scrimmage and intercepted.

BAD QUARTERBACK PASSES

Each Quarterback has 2 Interception Ratings (INT on the right side of QB's passing lines): a higher number for when he has read the defense effectively, a receiver is able to get open, a defender did not cover the pass route effectively or the Quarterback has evaded pressure; a lower number for when the Quarterback has failed to read the defense, a receiver fails to get open, a defender covers a pass route effectively or a pass rusher is applying pressure for a hurried pressure throw. If the Quarterback has a - (dash) instead of a number, he has no interception possibilities on that line. When drawing a card to determine if a pass is completed, incomplete or intercepted and the Left PRC #20 is equal to or above the Quarterback's INT rating on the line specified he has thrown a bad pass. Check the Right PRC #10 below the #100, if it is 1, 2 or 3, an interception takes place. Remember, if a defender is able to create a pass rush but doesn't sack the Quarterback, yet still hits the Quarterback as he throws, +3 is added to the Left PRC #20 which may lead to a pass being intercepted because the +3 bumped the Left PRC #20 up into the Quarterback's INT Range. If the +3 calls for the number to go higher than 20, simply use 20.

RECEIVERS - If the IPA called for a receiver to get open and he does, he then attempts to finish the play with a catch. The draw determining if the pass is complete or incomplete may also lead to an interception.

If the Left PRC #20 used to determine if the pass is complete or not is in the Quarterback's INT range, an interception may occur using the above as instructions this situation.

The TURNOVERS CHART provides instructions for finding the player who intercepted the ball when a Quarterback has thrown a bad pass.

DEFENDER INTERCEPTS BALL

If a Defender moves in to make a play on the ball in the air, and the Right PRC #20 is within the Defender's INT Range, he may Intercept the pass. Draw a new card, if the Left PRC #20 is within the Quarterback's upper or lower INT range, depending on whether you are using the Quarterback's upper or lower INT Range as a result of previous IPA, the pass is INTERCEPTED.

IMPORTANT - When Safeties are in Deep Coverage Help and they move in to make a play, if the SAFETY HELP #10 is within the Safety's INT Range, you must check to see if he has Intercepted the ball using the same procedure as above.

BALLS TIPPED INTO THE AIR

When a defender tips the ball into the air and the Left PRC called for an Interception Check, use the upper or lower Quarterback Interception Range, as outlined above, to determine if the tipped ball is intercepted.

DETERMINING THE LENGTH OF AN INTERCEPTED PASS

Once you have determined that an interception takes place, you must also determine the length of the intercepted pass. Draw a new card. The Right PRCs have the pass yardages by pass route at the bottom of each card. If the Right PRC #20 is 1-6, use the lower red number; 7-14 use the upper black number; 15-20 use the upper black number and add the Left PRC +yardage number to it for total intercepted pass length. Remember, this is according to the pass route level the TARGET receiver was running when the interception occurred.

For TIPPED BALL INTERCEPTIONS - If the Right PRC #20 is 1-5 use QUICK lower red number; 6-10 QUICK upper black number; 11-15 INT lower red number; 16-20 INT upper black number.

THROWN PASSES - IN REVIEW

When the pass is thrown, you are using the Left PRC #20 to determine if that number is within the Quarterback's Pass Range by route type and upper or lower numbers. The Left PRC #20s contain possibilities for Batted/Tipped Passes, Drops and Big Catches. If there are any Safeties in Deep Safety Help Coverage area, they may influence the play if the SAFETY HELP number is within their range and the Quarterback did not manipulate them effectively. Play-Action passes, when successful, will eliminate a Deep Safety from helping and possibly add to a Quarterback's completion range. Once the ball is in the air, individual defenders may still break up the pass causing an interception or an incompleteness.

STAR RECEIVERS - Remember, STAR Receivers add +3 to a Quarterback's Pass Range on Pressure Passes and when

AGGRESSIVE and NORMAL mindset Quarterbacks throw the ball downfield out of pressure and the

STAR designation is on the Left PRC.

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RECEIVER RUN AFTER CATCH - SUB SECTION

Each completed pass has the potential for added yardage, called RAC or Run After Catch yardage. Quarterbacks can LEAD a Receiver effectively allowing them to gain extra yards or a Receiver can execute a move after a catch which allows him to gain RAC yardage. The cards for Dan Marino, Mark Clayton and Tony Nathan from the historic Miami passing

Dan Marino										
QB	20	A	LEAD	5	MIA	1984				
SCR	QCK	INT	DEEP	PRS	INT					
20	17	14	10	13	20					
17	13	10	6	9	18					
PKT	SCR	H-R	PEN	P-A	FUM					
20	1	7	1	8	4					1
RUN	BRK	NG	DL	LB						16
9	1	9	14	20						16

Mark Clayton										
WR	STAR	RAC	7	MIA	1984					
QUICK	INT	DEEP								
16	20	19								
YAC	BREAK	DISTANCE	PEN							
19	2	B	1							
RUN	NG	DL	LB	CTH	DRP					
12		1	7	6						
RUN	BLOCK	PASS	FUM	WORK						15
13	1	13	2	A						15

Tony Nathan										
RB	READ	HOLE	12	BREAK	4	MIA	1984			
NO GAIN	DEF LINE	LINEBACKER								
3	8	14								
YAC	BREAK	DISTANCE								
13	2	H								
REC	YAC	BRK	DIS	CTH	DRP					
16	15	1	H	4	1					
RUN	BLOCK	PASS	FUM	WORK						16
11	1	20	3	B						12

offense of 1984, show the LEAD, RAC and YAC ratings for Quarterbacks, Receivers and Running Backs. If a completed pass Left PRC #20 is also within the QB's LEAD Range or the Receiver's RAC range, there is a chance to gain extra yardage on the play. The RAC Rating for Running Backs is

is contained within the YAC rating. Anything over 10 becomes a RAC number; in other words, 11 is 1, 12 is 2, 13 is 3, etc.

QUARTERBACK LEAD or RECEIVER RAC

If the pass is complete and the Left PRC #10 (upper right hand corner on the Left PRC) is ODD - use the Quarterback's LEAD rating. If it is EVEN, use the Receiver or Running Back's RAC rating. Draw a new card and proceed below.

RECEIVER RUN AFTER CATCH INDIVIDUAL PLAYER ACTIONS

The following 3 IPAs all call for the Receiver to make a move to get away from defenders and gain yardage after the catch. The result for each is the same: they are simply different types of moves and they are all grouped together.

SPIN AWAY 0/+	The Receiver attempts to Spin Away from a Tackler for extra yardage.
JUKE MOVE 0/+	The Receiver attempts to Juke a Tackler for extra yardage.
QUICK STEP 0/+	The Receiver attempts to take a Quick Step away from a Tackler for extra yardage.

RATING USED

The Receiver or Running Back's YAC Rating.

IN RANGE

The Receiver executes the move [+]:

If the Left PRC #20 used to get the result is even, add the +yardage from the Left PRC to the black number for the pass route run for total yardage.

If the Left PRC #20 used to get the result is odd, bump up a level and use the black yardage number for the new level, i.e. QUICK to INT, INT to DEEP, DEEP to BOMB. If the pass route was a Bomb, add the +yardage from the Left PRC for total yards gained.

**If the Left PRC #20 used to determine if the Receiver wins the YAC battle is also within the Receiver's BREAKAWAY rating, he has broken away for a long gain. Use the LONG GAIN chart for total yardage on the play.

OUT OF RANGE

The Receiver fails to execute the move [0], use the black number for the pass route on the play.

TACKLE 0/+	This IPA calls for the Pass Receiver's Defender to make a tackle where the pass was caught..
-------------------	--

RATING USED

The Defender's Tackle Rating.

IN RANGE

The Defender makes the tackle on the Ballcarrier [0], use the black yardage number.

^If the Left PRC #20 used to determine if the Defender makes a tackle is also within The Defender's FUM rating, there is a chance he may force a fumble on the play. Follow the above procedure for a Fumble Check.

OUT OF RANGE

The Defender fails to make the tackle [+], add the black number for the route the receiver ran the +yardage number from the Left PRC for total yardage gained.

The following 3 IPAs all call for the Defender to Tackle the Receiver after making the catch, while also applying a Hit, Big Hit or Huge Hit to the Receiver. The result is the same for all three IPAs and they are grouped together.

TACKLE HIT 0/+	The Defender tackles the Ballcarrier and makes a Hit.
TACKLE BIG HIT 0/+	The Defender tackles the Ballcarrier and makes a Big Hit.
TACKLE HUGE HIT 0/+	The Defender tackles the Ballcarrier and makes a Huge Hit.
IN RANGE	The Defender makes the tackle on the Ballcarrier [0], use the black yardage number.

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^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, the Defender has made the hit on the ballcarrier.
 ^^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, and within the Defender's FUM rating, there is a greater chance that he may force a fumble on the play. Follow the above outlined procedures for determining if a fumble occurs.

OUT OF RANGE The Defender fails to make the tackle [+], add the black number for the route the receiver ran to the +yardage number from the Left PRC for total yardage gained.

SUPPORT 0/+

This IPA calls for a Safety to arrive and Tackle the Receiver after a catch is made
2-Safeties Deep - The Safety on the side of the formation where the pass was thrown, either to the left or right, is the Support Safety.
Zone Coverage - The Safety on the side of the formation where the pass was thrown, either to the left or right, is the Support Safety.
1-Safety Deep - The Single Safety is called upon as the Support Safety on both sides of the field
0-Safeties Deep - If there are 0 Safeties Deep, which occurs in Blitz situations, the Receiver automatically gets to add the +yardage to the black number for the total.

RATING USED The Support Defender's Tackle Rating.

IN RANGE The Defender makes the tackle on the Ballcarrier [0], use the black yardage number.

^If the Left PRC #20 used to determine if the Defender makes a tackle is also within The Defender's FUM rating, there is a chance he may force a fumble on the play. Follow the above procedure for a Fumble Check.

OUT OF RANGE The Defender fails to make the tackle [+], add the black number for the route the receiver ran the +yardage number from the Left PRC for total yardage gained.

THE PASSING GAME VS. THE BLITZ

In an attempt to create more Pass Rush against a Quarterback, the Defensive Coordinator may decide to dial up Blitzes in order to get Pressure on a Quarterback. In SIDELINE FOOTBALL, there are 4 different kinds of Blitzes, as outlined above. The more defenders the Defense brings on Blitzes, the more likely the possibility of creating pressure. However, if the Defense does not get to the Quarterback, the more likely he is to complete the pass.

After Following all other procedures for arriving at the SNAP of the ball, draw a new card for the SNAP. Instead of looking for a section of the SIDELINE FOOTBALL GAME CENTER, you will instead look at the Right PRC for two things: a HOT READ number and a BLITZ ASSIGNMENT. Again, the Left and Right PRCs are used in conjunction to find the HOT READ

16		SNAP		2	
HIT		STOPPER		READ SAFETY	
SPRINT OUT		READ OPTION		SPLIT	
3		DL		SACK	
BALL TIPPED		NT(R)			
INTO AIR INT?		DT			
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-1	B-2	B-3	2TE	LDE	RDE
DL	LB	DS	+5		
LDE	MLB [L]				
POWER	LOSS	DL	LB	DS	DELAY
2	-1	2	4	12	11
0	-5	1	2	5	3

9		12	
QUARTERBACK PRESSURES			
POCKET		QB-HIT	
12			
TARGET	OUTSIDE	TIPPED	5
16	BALL		
H-R	LINEMAN	PLAY	HELP
4	12	ACTION	7
+4	20		
9			
SCREEN	QUICK	INT	DEEP
5	1	18	29
2	0	6	10
BOMB		PRESS.	
15		4	

rating, the BLITZ ASSIGNMENT and the players involved. When the Offense faces the same Down and Distance scenarios as outlined in the Play-Action section, it is possible for the Quarterback to call a Hot-Read where he throws a Quick Pass to a new TARGET in order to avoid the Pass Rush from the Blitz. The Hot-Read Rating, or H-R is found in the green box on Joe Montana's card. It is a 0-10 number. If the Offense is in the appropriate Down and Distance when the SNAP occurs, check the Right PRC H-R number. If it is within the

Joe Montana						
QB	20	A	LEAD	4	SF	1984
SCR	QCK	INT	DEEP	PRS	INT	
20	17	14	10	13	20	
17	13	10	6	9	19	
PKT	SCR	H-R	PEN	P-A	FUM	
18	2	6	3	9	2	
RUN	BRK	NG	DL	LB		
10	1	6	11	17	16	15

Quarterback's H-R Rating, he throws a Quick Pass instead to the TARGET listed on the Right PRC to the Inside, Seam or Outside - depending upon the direction indicated on the Right PRC. If the H-R number on the Right PRC is higher than the Quarterback's H-R Rating, there is no Hot Read pass - proceed with the rest of the Blitz instructions as outlined below.

Again, instead of consulting the GAME CENTER to get an IPA, the Right PRC shows the BLITZ ASSIGNMENT. The

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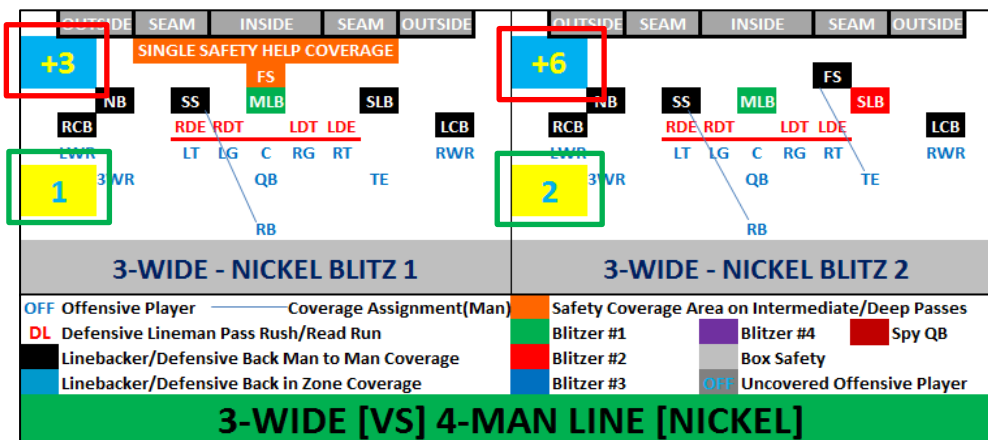
BLITZ ASSIGNMENT is found on the Right PRC in the blue shaded area as found in the red rectangle on the Right PRC above. It will show one of the following: LINEMAN with a number, BLITZER with a number and BLITZ PICKUP with a number.

LINEMAN with a number Now, look at the Left PRC in the PASS BLOCK/RUSH section for the Defensive Lineman listed under 3-4 or 4-3. That is the Defensive Lineman who will be called upon to try and create pressure in a Blitz. The defenders Pressure Rating is combined with a + number depending upon how many defenders are blitzing. That new number is compared against the number listed next to LINEMAN on the Right PRC. If that number is within the defender's new Pressure Range, he pressures the Quarterback.

BLITZER with a number Now, look at the Left PRC in the BLITZ section (shown above in the red rectangle on the Left PRC). There are 3 categories by number: 2, 3 and 4 which corresponds to the number of defenders Blitzing. 1 is not listed as it is automatically known who the defender is when the Defense only brings 1 on the Blitz. The category will list B-1, B-2, B-3 and B-4 depending upon how many defenders are Blitzing. The B stands for Blitzer. The defenders Pressure Rating is combined with a + number depending upon how many defenders are blitzing. That new number is compared against the number listed next to BLITZER on the Right PRC. If that number is within the defender's new Pressure Range, he pressures the Quarterback.

BLITZ PICKUP w/ a number Now, look at the Left PRC in the PASS BLOCK/RUSH section for the Offensive Player listed. That is the Offensive Player to be called upon to try and Pick up a Blitzing defender and provide time for the Quarterback to throw. This time, the + number, depending upon how many defenders are blitzing, is added to the number next to the BLITZ PICKUP number. That new number is compared to the Offensive Player's Pass Block rating to determine if the player makes the block.

The cut-out below is from the PACKAGES folder included in your game materials. This particular cut-out is from



the 3-WIDE formation vs. a 4-MAN LINE in NICKEL. The + numbers, shown in the red boxes, are the numbers which will be added to the Defender's Pressure Rating if LINEMAN or BLITZER is in the BLITZ ASSIGNMENT box as outlined above. The defender's Pressure Rating, combined with the +number as seen to the left, is the Defender's new Pressure

Pass Rating Range. If the number listed in the BLITZ ASSIGNMENT section is within the Defender's new Pass Rating Range, he pressures the Quarterback. Follow all procedures above for Quarterback Pressures. If the BLITZ ASSIGNMENT called for an Offensive Player to pick up a Blitzing defender, the +number as seen in the red boxes above, is added to the number listed in the BLITZ ASSIGNMENT section of the Right PRC. If that total number is higher than the Offensive Player's Pass Block Rating, a Quarterback Pressure occurs. Follow all procedures above for Quarterback Pressures. If that new, increased number is within the Offensive Player's Pass Block Rating, proceed to the SIDELINE GAME CENTER and work from the READ DEFENSE/COVER RECEIVER Sub-Section and resolve the play from there. EXCEPT when the pass is thrown, the # shown above in the green box, is added to the Quarterback's Pass Range for the pass route indicated, plus a Play-Action bonus if the original call was a Play-Action Pass.

If the Left PRC #20 used to determine if the pass is complete, incomplete or intercepted is a 3 and the Left PRC called for a W/B-LB to be the player attempting to Bat/Tip the pass, the B-LB stands for a Blitzing Linebacker Player. Use the BLITZ section under 2, 3 or 4 to determine which Blitzer will be used. If there is only 1 Blitzer, he attempts to Bat/Tip the pass. Follow all other procedures for a thrown ball, as outlined above.

DOUBLE TEAMING A RECEIVER

At any time, you may choose to Double Team a Receiver or 2 Receivers.

Override any Defensive Coordinator calls and determine which Receiver or Receivers will be Double Teamed

DOUBLE TEAMING 1 RECEIVER Place the Defense in a Man Coverage with 1 Safety in Deep Safety Help Coverage. This is just like the BOX defense when looking at the PACKAGES included with your Game Materials. The Free Safety is in Deep Safety Help Coverage and the Strong Safety is used to Double-Team the specified Receiver.

DOUBLE TEAMING 2 RECEIVERS Place the Defense in a Man Coverage with 0 Safeties in Deep Safety Help Coverage. The Free Safety will Double Team the Receiver on the left side of the offensive formation and the Strong Safety will Double-Team the Receiver on the right side of the offensive formation. REMEMBER, the offense is in Man Coverage with 0 Safeties Deep.

Follow all other procedures for resolving the play. If the GAME CENTER calls for the defender of the TARGET Receiver to provide pass coverage, bump the defender's Pass Cover Rating for the route specified by 5. If the pass is still thrown into the Double-Coverage, add the Individual Defender's PBU number to the Double Teaming Defender's PBU number for a new total PBU number. Do the same for the INT number. When looking at the Right PRC #20 to determine the result of the ball-in-the-air IPA, the Individual Defender's range is considered first, i.e. 1 to whatever his rating is. Then, the Double Teaming Defender's range picks up from there.

STAR DEFENDERS

A STAR DEFENDER, if one is called upon, may turn an Offensive IPA from the READ DEFENSE/COVER RECEIVER Sub-Section into a Defensive IPA involving him, the STAR DEFENDER.

When there is more than one star shown on the Right PRC and the symbol next to it is P-D, a defender in pass defense is the STAR DEFENDER, if there is one available. If there is not a STAR DEFENDER available, it reverts back to a Pass-Rusher or Blitzler.

SECTION 8 - The Screen Game

In SIDELINE FOOTBALL, there are 4 different types of Screen Passes, as outlined above. They are the Middle Screen to a FB, RB, TE or WR, the Swing Pass to a FB, RB or TE, the Wide Receiver Bubble Screen and the Wide Receiver Slip Screen.

Screen Plays involve 2 steps: the first involves Screen Blocking, or the Blowing Up of Screen Blocking by a defender. This step determines a base level of Screen Pass yardage. The second step involves the Screen Pass Receiver attempting to break through the confusion around the Screen Pass or a defender trying to tackle him at the spot of the catch. If the Screen Receiver breaks through, yardage is added. If the Defender makes the tackle, no yardage is added.

PLAYERS INVOLVED BY SCREEN PASS TYPE

Follow all procedures for arriving at the SNAP of the ball. On Screen Pass Plays, instead of using the TARGET color to determine the intended receiver, simply decide or state who the intended receiver will be.

MIDDLE SCREEN

Decide who will be the intended receiver for a Middle Screen

SCREEN BLOCK ASSIGNMENTS for middle screens are decided by looking in the PASS BLOCK/RUSH section of the Left PRC. The offensive player listed there will be the blocker for the SCREEN PASS. If the position listed is the intended receiver, he attempts to provide a chip block for screen pass protection and then slips away to catch the screen pass.

BLOW UP SCREEN ASSIGNMENTS for a middle screen are decided by looking in the PASS BLOCK/RUSH section of the Left PRC. The defensive player listed there, depending upon whether the defense is a 3-4 or 4-3, will attempt to Blow Up the Screen Blocking.

SWING PASS

Decide who will be the intended receiver for the Swing Pass

THE SCREEN BLOCK ASSIGNMENT for a swing pass is the Wide Receiver on the left or right side of the formation. He is called upon to provide Screen Blocking for the Swing Pass. The Swing Pass must always be toward a side of the Offensive formation that includes a Wide Receiver.

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THE BLOW UP SCREEN ASSIGNMENT for a swing pass is the individual defender of the Wide Receiver if in Man defense or the Zone area defender if the defense is Zone.

WIDE RECEIVER BUBBLE SCREEN

The Offense must be in a 3-WIDE, 4-WIDE or 5-WIDE Package as the outside Wide Receiver will move to the inside of the 3rd Wide Receiver if the Bubble Screen is to the left or the 4th Wide Receiver if the Bubble Screen is to the right. Decide who the intended receiver will be.

THE SCREEN BLOCK ASSIGNMENT for a Bubble Screen is given to the Wide Receiver on the inside of the LWR or RWR who will catch the Bubble Screen.

THE BLOW UP SCREEN ASSIGNMENT - for a Bubble Screen is given to the individual defender of the inside Wide Receiver if the defense is in Man. If the defense is in Zone, the assignment is given to the Zone area defender for the inner Wide Receiver.

WIDE RECEIVER SLIP SCREEN

The Offense must be in a 3-WIDE, 4-WIDE or 5-WIDE Package as the inside Wide Receiver will move to the outside of the LWR or RWR to catch the Slip Screen Pass. Decide who the intended receiver will be.

THE SCREEN BLOCK ASSIGNMENTS is given to the LWR if the Slip Screen is to the left, and the RWR if the Slip Screen is to the right.

THE BLOW UP SCREEN ASSIGNMENT - for a Slip Screen is given to the individual defender of the Left or Right Wide Receiver if the defense is in Man or the Zone area defender if the defense is in Zone.

SCREEN PLAYS INDIVIDUAL PLAYER ACTIONS

Follow all procedures for arriving at the SNAP of the ball including who you determined to be the intended receiver on the Screen Pass. Consult the SIDELINE FOOTBALL SCREEN PLAYS section with the #100 from the Left and Right PRCs

BLOCKING SUB-SECTION

SCREEN BLOCK

This IPA calls for the Offensive Player, determined using the above procedures, to provide Screen Blocking. This time, however, if he fails to provide effective

RATING USED

If the player is an Offensive Lineman, he has a SCREEN BLOCK rating that is used for Screen Blocks. All other Running Backs, Tight Ends, and Receivers will use their PASS BLOCK rating.

IN RANGE

The Offensive Player provides effective blocking for the Screen Pass. If the Screen Pass is complete, The Base Screen Pass Yardage is the black number under SCREEN on the Right PRC.

OUT OF RANGE

The offensive Player fails to provide effective blocking for the Screen Pass and the Screen Blocking is blown up. If the Screen Pass is complete, The Base Screen Pass Yardage is the red number under SCREEN on the Right PRC.

SCREEN BLOCK [R]

This IPA calls for the Offensive Player, determined using the above procedures, to provide Screen Blocking. This time, however, if he fails to provide effective Screen Blocking - determine a defender for a possible Screen Pass Sack, by referring to the PASS BLOCK/RUSH section of the Left PRC. Draw a new card, if Left PRC #20 is within that Defender's Sack Rating, a Sack has occurred. To determine Sack Yardage lost on Screen Pass Plays, use the red number under the DEEP section of the Right PRC.

ALL OTHER PROCEDURES ARE THE SAME AS THE SCREEN BLOCK IPA ABOVE

SCREEN BLOCK MATCHUP

This IPA calls for the Blocker on a Screen Pass, as determined above, and the defender assigned to attempt to Blow Up the Screen Pass Blocker, as outlined above, to enter into a one-on-one matchup to determine if Screen Pass Blocking will be provided. Compare the Screen Pass Blocker's Rating against the defender's PRESSURE rating. Take the difference between the two in favor of the Screen Pass Blocker. Add or subtract that number to or from 10 to determine the new range for Screen Pass Blocking.

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RATINGS USED The SCREEN Block Rating for an Offensive Lineman, or the PASS Block rating for a Running Back or Receiver. The defender's PRESSURE Rating.

IN RANGE The Offensive Player provides effective blocking for the Screen Pass. If the Screen Pass is complete, The Base Screen Pass Yardage is the black number under SCREEN on the Right PRC.

OUT OF RANGE The offensive Player fails to provide effective blocking for the Screen Pass and the Screen Blocking is blown up. If the Screen Pass is complete, The Base Screen Pass Yardage is the red number under SCREEN on the Right PRC.

BLOW UP SCREEN This IPA calls for a Defensive Player, as outlined above, to attempt to Blow Up the Screen Blocking.

RATING USED The Defender's Pressure Rating.

IN RANGE The Defender Blows Up the Screen Blocking. If the Screen Pass is complete, the Base Screen Pass Yardage is the red number under SCREEN on the Right PRC.

OUT OF RANGE The Defensive Player fails to Blow Up the Screen Blocking. If the Screen Pass is complete, The Base Screen Pass Yardage is the black number under SCREEN on the Right PRC.

BLOW UP SCREEN [R] This IPA calls for the Defender, as determined above, to Blow Up the Screen Blocking and may even Sack the Quarterback.

RATING USED The Defender's Pressure Rating.

IN RANGE The Defender Blows Up the Screen Blocking. If the Screen Pass is complete, the Base Screen Pass Yardage is the red number under SCREEN on the Right PRC.

SACK If the Left PRC #20 used to determine if the Defender was able to Blow Up the Screen Blocking is also within the Defender's SACK Range - a Sack occurs. Use the Red number under DEEP on the Right PRC for the Sack yardage lost.

FUM The Defender may also force the Quarterback to fumble - use all above procedures for determining if the Defender forces a fumble.

OUT OF RANGE The Defensive Player fails to Blow Up the Screen Blocking. If the Screen Pass is complete, The Base Screen Pass Yardage is the black number under SCREEN on the Right PRC.

THROWING THE SCREEN PASS

Follow all above procedures for determining if the Screen Pass is complete, incomplete or intercepted.

INTERCEPTIONS - A Screen Pass can only be intercepted if the pass was going to be incomplete and the Left PRC #20 is 20 and the Right #10 is 1. Add the QUICK and INT red numbers from the Right PRC together to determine the yardage amount behind the Line of Scrimmage where the Screen Pass is intercepted.

PURSUIT SUB-SECTION

The results of this Sub-Section are used to determine if the Receiver will stay at the Screen Base Yardage level or if the Receiver is able to add yardage.

DETERMINING WHICH DEFENDER WILL PURSUE ON THE PLAY

When the PURSUIT Sub-Section of the GAME CENTER calls for a defender to pursue and tackle the receiver, determine the defender involved in the following way: The Left PRC shows specific defenders by Defensive Level: DL, LB and DS. Determine the defender attempting to pursue by looking at the Right PRC # 20 if it is:

2	3	4	OFF	3-4	4-3
B-1	B-2	B-3	ZIE	LDI	RDE
DL	LB	DS			+5
LDE	MLB [L]				
POWER LOSS	DL	LB	DS	DELAY	

LB and DS. Determine the defender attempting to pursue by looking at the Right PRC # 20 if it is:

1 to 6 - Use the player listed under the DL section.

7 to 14 - Use the player listed under the LB section.

15 to 20 - Use the player listed under the DS section.

If a color appears instead of a Defender, a STOPPER is involved, specific to the color shown. If the STOPPER indicated is not in the Defensive Package, bump 1 level to the Right until a player is determined; the DS bumps to the DL level.

**If a WLB is listed under LB and a 4-MAN front defense is in Nickel or Dime, use the MLB

**IF a SLB is listed under LB and a 3-MAN front defense is in Dime, use the WLB

The following 3 IPAs call for the Defender to Tackle the Receiver after making the catch, while also applying a Solid Hit, Big Hit or Huge Hit to the Receiver. The result is the same for all three IPAs and they are grouped together.

TACKLE SOLID HIT	The Defender tackles the Ballcarrier and makes a Hit.
TACKLE BIG HIT	The Defender tackles the Ballcarrier and makes a Big Hit.
TACKLE HUGE HIT	The Defender tackles the Ballcarrier and makes a Huge Hit.
RATING USED	The Defender's Tackle Rating and HIT Rating.
IN RANGE	The Defender makes the tackle on the Receiver, there is no yardage added to the Screen Pass Base Yardage. The level determined in the BLOCKING Sub-Section is the final level for the play. ^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, the Defender has made the hit on the ballcarrier. ^^If the Left PRC #20 used to determine if the Defender makes a tackle is also within the Defender's HIT rating, and within the Defender's FUM rating, there is a greater chance that he may force a fumble on the play. Follow the above outlined procedures for determining if a fumble occurs.
OUT OF RANGE	The Defender fails to make the tackle or hit the Receiver, and yardage will be added to the Screen Pass Base Yardage level. If the level determined above in the BLOCKING Sub-Section was the red SCREEN number because the defense Blew Up the Screen or offense failed to provide effective Screen Blocking, raise it one level to the black SCREEN number. If the level determined above was the black SCREEN number, add the +yardage green number from the Left PRC to the black SCREEN number for total yardage gained.
TACKLE	This IPA calls for the Defender to tackle the Receiver.
RATING USED	The Defender's Tackle Rating.
IN RANGE	The Defender makes the tackle on the Receiver, there is no yardage added to the Screen Pass Base Yardage. The level determined in the BLOCKING Sub-Section is the final level for the play. ^If the Left PRC #20 used to determine if the Defender makes a tackle is also within The Defender's FUM rating, there is a chance he may force a fumble on the play. Follow the above procedure for a Fumble Check.
OUT OF RANGE	The Defender fails to make the tackle on the Receiver, yardage will be added to the Screen Pass Base Yardage level. If the level determined above in the BLOCKING Sub-Section was the red SCREEN number because the defense Blew Up the Screen or offense failed to provide effective Screen Blocking, raise it one level to the black SCREEN number. If the level determined above was the black SCREEN number, add the +yardage green number from the Left PRC to the black SCREEN number for total yardage gained.
BREAK THROUGH DEFENSE	This IPA calls for the Receiver to try and break through all the chaos around the Screen Pass and add yardage to the Screen Pass Base Yardage.
RATING USED	The Receiver's YAC Rating.
IN RANGE	The Receiver Breaks Through the defense and yardage will be added to the Screen Pass Base Yardage level. If the level determined above in the BLOCKING Sub-Section was the red SCREEN number because the defense Blew Up the Screen Blocking or the offense failed to provide effective Screen Blocking, raise it one level to the black SCREEN number. If the level determined above was the black SCREEN number, add the +yardage green number from the Left PRC to the black SCREEN number for total yardage gained. **If the Left PRC #20 used to determine if the Receiver Breaks Through is also within the Receiver's BREAKAWAY rating, he has broken away for a long gain. Use the LONG GAIN chart for total yardage on the play.

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OUT OF RANGE The Receiver fails to Break Through, there is no yardage added to the Screen Pass Base Yardage. The level determined in the BLOCKING Sub-Section is the final level for the play.

IN GAME YAC MATCUP

This IPA calls for a one-on-one matchup between the Receiver and the Defensive player pursuing the ball, as outlined above, to determine if any additional yardage will be added on the play. Compare the YAC Rating of the Receiver to the Tackle Rating of the defender. Take the difference between the two, in favor of the Receiver. Add or subtract the difference to or from 10. The new number becomes the Receiver's Range for Breaking Through and adding additional yards on the play.

RATINGS USED The Receiver's YAC Rating and the Defender's Tackle Rating.

IN RANGE

The Receiver Breaks Through the defense and yardage will be added to the Screen Pass Base Yardage level. If the level determined above in the BLOCKING Sub-Section was the red SCREEN number because the defense Blew Up the Screen Blocking or the offense failed to provide effective Screen Blocking, raise it one level to the black SCREEN number. If the level determined above was the black SCREEN number, add the +yardage green number from the Left PRC to the black SCREEN number for total yardage gained.

**If the Left PRC #20 used to determine if the Receiver Breaks Through is also within the Receiver's BREAKAWAY rating, he has broken away for a long gain. Use the LONG GAIN chart for total yardage on the play.

OUT OF RANGE The Receiver fails to Break Through, there is no yardage added to the Screen Pass Base Yardage. The level determined in the BLOCKING Sub-Section is the final level for the play.

SCREEN PASS PLAYS VS. BOX DEFENSE

When the offense calls for a Screen Pass and the defensive call is a BOX SAFETY all PURSUIT Sub-Section IPAs automatically result in the Box Safety pursuing the ball. Instead of determining which defensive player pursues the ball, it is automatically the Box Safety. The Offensive IPA of BREAK THROUGH DEFENSE is switched to the Safety attempting to Tackle the Receiver. The Offensive IPA of IN GAME YAC MATCHUP is between the Receiver and the Box Safety.

SCREEN PASS PLAYS VS. THE BLITZ

When the offense calls for a Screen Pass and the defensive call is a BLITZ the following occurs:

RESOLVE ALL BLOCKING SUB-SECTION IPAS IN THE EXACT MANNER AS PASS PLAY BLOCKING IPAS VS. THE BLITZ

Hot Reads, BLITZ ASSIGNMENTS, etc. are the same.

ALL SCREEN PLAY IPAS ARE RESOLVED IN THE SAME MANNER AS OUTLINED ABOVE

However, if the Defender Blows up the Screen Blocking, or the Offensive Player failed to provide effective Screen Blocking, the upper LOSS number on the Left PRC is used as a substitute for the red SCREEN number for Screen Pass Base Yardage when the defense Blitzes and Blows Up the Screen. However, if the defense Blitzes and fails to Blow Up the Screen, or the Offensive Player is able to Pick Up the Blitz, the black SCREEN number is added to the +yardage number on the Left PRC and that total is the new Screen Pass Base Yardage.

THROWING THE PASS takes place in the exact same manner as outlined above, except that there is no Bump to the Quarterback's SCR Throw Rating associated with a Blitz.

Pursuit IPAs are handled in the exact way as Screen Pass PURSUIT Sub-Section IPAs, as outlined above. However, if the Defense has Blown Up the Screen with the Blitz and Pursued the play on the Receiver or the Receiver failed to Break through - a Big Loss occurs, use the lower LOSS number on the Left PRC shaded in red with a white negative number.

If the PURSUIT Sub-Section IPA called for the Receiver to attempt to Break Through and the Screen Pass Base Number is the black SCREEN number added to the +yardage from the Left PRC because the Defense failed to Blow Up the Screen with the Blitz or the Offensive Player Picked Up the Blitz, do the following for total yardage gained. Add the Left and Right PRC +yardage numbers to the black SCREEN number for total yardage gained.

SCREEN PASSES can be very effective against a Blitz Defense, if the Blitz fails to get there or the Offense is able to Pick Up the Blitz.

SECTION 9 - The RED ZONE

Once an offensive team reaches the opponent's 20 yard line they are now in the RED ZONE. A few changes occur once an offense is in the RED ZONE. These changes reflect the fact that when an offense is in the RED ZONE the space to operate becomes very compact making it harder for an offense to operate. This is even more true once an offensive team gets closer to the Goal Line

DEEP PASS ROUTES The offense can only use Deep Pass Routes if they are on the opponent 15 yard line or further out.

INTERMEDIATE PASS ROUTES When the offense is inside the 15 yard line and an Intermediate Pass Route is called, use the Quarterback's Deep Pass Route Numbers instead of his Intermediate Numbers. If the IPA calls for the Receiver to make the catch, use his grades as normal.

RECEIVER CLEARING ROUTES If the IPA called for a Tandem Receiver to run a Clearing Route, use the Receiver Pick Route IPA instead, as Pick Plays are very popular in the RED ZONE.

GOAL TO GO RUN PLAYS Once the Offense is in a GOAL to GO Down and Distance, use the above procedures. When Running Plays are called, if the Defense makes the Stop drop 1 level in conjunction with using the red number for a Running Level. On Blitzes and Box Safeties, Drop 2 levels if the Defense makes the play.

PLAY RESULTS INVOLVING CHARTS

In SIDELINE FOOTBALL, Long Yardage Plays, Special Teams, Injuries, Video Replay Reviews and Trick Plays are all resolved using the Left and Right PRCs as normal. Instead of consulting the GAME CENTER, another specific chart is referenced for each of the aforementioned play types. The explanation below will give instruction on how to use the PRCs in conjunction with the individual charts to arrive at a result for the specified play.

18	SNAP	6	8	9
TIP [1]		READ SAFETY		QUARTERBACK PRESSURES
SPRINT OUT 2	READ OPTION LB	FULL SACK		QB-HIT 19
BATTED DOWN TO THE GROUND LDE	INTER.		TARGET 15	INSIDE 7
BLITZ 2 3 4	PASS BLOCK/RUSH OFF 3-4 4-3		H-R 3	TIPPED BALL 2
B-2 B-3 B-2 C WLB RDE	DL LB DS	+2	LINEMAN 15	PLAY ACTION 8
LDE	FS	+2	21	4
POWER LOSS 3 -2	DL LB DS DELAY 1 4 8 9		SCREEN QUICK INT DEEP BOMB PRESS. 6 6 14 21 44 10	
-1 -3 0 2 4 2			3 3 5 7 15 3	

 The Left PRC#20 on all chart plays is colored in red and referred to as the RED number.

 The Right PRC #20 on all chart plays is colored in blue and referred to as the BLUE number.

 The 1-100 number, contained in the black rectangle that spans the Left PRC and Right PRC is always shown in *ITALICS* on the charts

 The number 1-100 on the Right PRC toward the bottom, in the black box above [number 21], is occasionally used on chart references, but is never in Italics.

 The yellow upright rectangle on the Right PRC contains a number 1-10 it is always referred to on the charts as R 10

 The green upright rectangle on the Left PRC contains a number 1-10 it is always referred to on the charts as L 10

Some results require that 2 separate card draws take place. These are specified with a:

1 For The First Draw

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2

For The Second Draw

Therefore, any section on a chart with **1** involves looking at the numbers on the chart specific to the symbols above. I.e., the **Red Number 20**, the **Blue Number 20**, 100, 100, R10 or L10.

1	FIRST BREAK	12	20	LEVEL BUMP	6	14	20	1			
		H	G		1	2	3				
2	SECONDARY BREAK	10	20	LEVEL BUMP	3	6	10	14	17	20	2
		YES	NO		1	2	3	4	5	6	
	GRADE NEEDED FOR SECONDARY BREAK	L 1	L 2	L 3	L 4	L 6	L 8	L 10	2		
		G	F	E	D	C	B	A			

The cut-out to the left is part of the LONG GAINS chart. We see that 2 Draws are involved because of the presence of a **1** and **2**. On the upper left in the FIRST BREAK area the **1** is visible and the numbers

12 and 20 in red. In the LEVEL BUMP section we also see the **1** with the numbers 6, 14 and 20 in blue. This means that when you take the 1st Draw, wherever the Left PRC #20 (as seen in the red box above) fits into the specific range a result is given or a reference to a section of a player's card is made. The 2nd Draw is very similar, except that it also includes an L 10 number for determining the GRADE NEEDED FOR A SECONDARY BREAK. Let's look at the Left and Right PRCs to determine the result. On Draw 1 the Left PRC 18, as seen above, fits into the G range, meaning the FIRST BREAK level on the Long Gain is G. The Right PRC 9, (as seen above) fits into the 2 range, meaning the LEVEL BUMP will be 2, depending on whether the player involved is able to win that matchup. Specific instructions for LONG GAINS are provided below, this is simply an example of how to use the **1** and **2** draw numbers in coordination with the numbers specific to the Left and Right PRCs

SECTION 10 - Long Gains

PLEASE HAVE THE LONG GAINS CHART IN FRONT OF YOU OR OPEN WHILE READING THIS SECTION

When the result of an Offensive Play finds the Ballcarrier or Receiver BREAKING AWAY for a Long Gain, use the LONG GAINS CHART and the following procedures.

In SIDELINE FOOTBALL you have two options when it comes to Long Gains. Option 1: You can cap any long gain result at the BREAKAWAY rating of the player. In other words, if a player has a BREAKAWAY rating of H - he would not be able to go for a Long Gain in the D result area, no matter what the result found on the Long Gain Chart. If the result called for him to go beyond the H level, you would simply stop there. Option 2: You can allow any length of Long Gain to occur, without capping the result at the level specific to the player's BREAKAWAY rating, allowing any length of gain to take place.

DRAW **1**

RED 1-20 On the first draw, this range determines how far the FIRST BREAKAWAY went.

BLUE 1-20 On the first draw, this range determines how many levels are added according to the play result.

1-100 On the first draw, this range determines which IPA will be used from the GAME CENTER under the BREAKAWAYS section. The results of the IPA under BREAKAWAYS are determined in the exact same way as other extra yardage play determinations. In other words, they have the 0/+ symbol, meaning that if the offensive player involved wins the battle, you determine how many levels are bumped up from the LONG GAINS CHART and if a SECOND BREAK can occur. If the offensive player involved fails to make the play, it ends there. Likewise, if a defensive player makes a play the play ends there, but if he doesn't you determine how many levels are bumped up from the LONG GAINS CHART and if a SECOND BREAK can occur.

*FUMBLES and HITS - all procedures as outlined in previous sections apply to FUMBLES, FORCING FUMBLES and HITS with FORCED FUMBLES.

R 10 *If the BREAKAWAYS IPA called for a defensive player, this range determines what level the player will come from: DL, LB or DS. The [] symbol designates that you use that player if in the game.

*If the BREAKAWAYS IPA called for a Blocker, use the R 10 to determine who the Downfield Blocker will be. The [] symbol specifies that the opposite side offensive player will be used if the original player listed is the one carrying the ball.

1-100 On the first draw, this range determines which defensive player is involved in trying to stop the offensive player from gaining further yardage, according to the level designated from the R10 number

Feel The Pulse of the Game

After determining which IPA will be used from the BREAKAWAYS section of the GAME CENTER, and which player will be involved, move to the 2nd Draw to determine the result

DRAW 2

The Left PRC #20 is used to determine the result of the IPA, just like all other play results listed in the sections above, following all procedures and guidelines.

IF THE OFFENSIVE PLAYER WON THE MATCHUP OR THE DEFENSIVE PLAYER LOST THE MATCHUP - A SECONDARY BREAK MAY OCCUR

- L 10** On the second draw, this range determines if a SECOND BREAKAWAY may take place.
- BLUE 1-20** On the second draw, this range determines how far the SECOND BREAKAWAY will go, if the ballcarrier meets the Grade Requirement.
- 1-100** On the second draw, this range specifies the BREAKAWAY grade the ballcarrier needs in order to qualify for the second break.

After everything is resolved and you have established the final BREAKAWAY level, the R 10 number on the last card drawn is added to the yardage associated with the BREAKAWAY level for the final yardage result.

PROJECTION SEASONS Long Gains for Projection Seasons follow the same above procedures, except that there is no limit on BREAKAWAYS, so any player with a BREAK rating can go the full distance.

SECTION 11 - Turnovers

PLEASE HAVE THE HISTORICAL GAMES TURNOVERS CHART IN FRONT OF YOU OR OPEN WHILE READING THIS SECTION

FUMBLES

Once you have determined that a Fumble takes place on a play, proceed to the following. Each team has a FUM RECOVERIES card that gives a range for a specific player to recover a fumble. The range is under the blue # section. The TD column gives a symbol that is used to determine if the defender gets an automatic fumble return for a touchdown. The 1# column refers to the yardage a defender will gain when returning a fumble.

CHICAGO			
FUM RECOVERIES			1984
PLAYER	#	TD	1#
Dan Hampton	25	H	0
Todd Bell	41	H	10
Mike Hartenstine	57	H	0
Gary Fencik	65	H	0
Mike Richardson	73	H	0
Mike Singletary	81	H	0
Richard Dent	89	H	0
Jeff Fisher	97	H	0

You have two choices here: You can use the automatic return for touchdown result no matter the location on the field to determine the result - if it calls for a touchdown. Or, you can limit it to yardage gained by the player when returning a fumble. In other words, if a defender gets an automatic TD return result for 90 yards, but his 1# column reveals that you would use level 10 for a result (ranging from 0 to 5 yards), that player in real life probably recovered a fumble in the End Zone as very little yardage is possible, according to his 1# column. You could limit it to yardage and not allow an automatic TD result. The game however, is designed to reflect points scored when returning fumbles or interceptions instead of yardage gained on a return.

Each team also has an OFFENSIVE FUMBLE RECOVERIES and DEFENSIVE FUMBLE RECOVERIES card that must be consulted when determining which team recovers the fumble. The offense is given a number 1-20. The defense is given a - or + number that is subtracted from or added to the number associated with the offense to come up with a new 1-20 range number that will be used to determine whether the offense or defense recovers the fumble.

CHICAGO	
1984	
OFFENSIVE FUMBLE RECOVERIES	10
DEFENSIVE FUMBLE RECOVERIES	+2

DRAW 1

- RED 1-20** On the first draw, is used to determine which team recovers the ball and the return possibilities associated with it.
- BLUE 1-20** On the first draw, is used to determine where the ball went after it was fumbled. For +F and -F take a supplemental draw to determine fumbled ball yardage.
- 1-100** On the first draw, or after the supplemental draw, is used to determine which player recovered the fumble. If the defensive player is not in the game, draw again until finding one that is.
IF THE DEFENSE recovered the fumble, refer to that teams FUM RECOVERIES card
IF THE OFFENSE recovered the fumble, the chart contains a range for which player made the recovery.
- 1-100** On the first draw, or after the supplemental draw, is used to determine the yardage the offense

advanced the ball depending upon the scenario from the RED 1-20 result.

R 10 On the first draw, or after the supplemental draw, is added to the base number for total yardage the offense advanced the ball, if it did.

DRAW 2 is used for determining the length of return - after the defense has recovered the ball.

RED 1-20 On the second draw, is used to determine if an Automatic Return for Touchdown takes place from the defender's TD grade.

BLUE 1-20 On the second draw, corresponds to the yardage returned section, according to the defensive players return grade 1#.

***If the returner has a TD grade of H, that means he did not have a fumble return for TD. If you are using that grade to determine return touchdowns, but the player's yardage calls for a return for a touchdown, subtract from the return total - in multiples of 10 - until you arrive at a number where the defender fails to reach the end zone.

INTERCEPTIONS

Once you have determined that an interception takes place, and how far the ball traveled on the interception, proceed to the following. Each team has an INTERCEPTIONS card that works in the exact same manner as the FUM RECOVERIES card, except that there are 2 different return yardage columns 1# and 2#. Again, just like with fumble recoveries, you must decide whether you want return touchdowns to be handled automatically or if you want them to take place by yardage returned.

CHICAGO				
INTERCEPTIONS				1984
PLAYER	#	TD	1#	2#
Gary Fencik	23	H	8	3
L Frazier	46	H	8	6
Todd Bell	65	F	10	6
M Richardson	74	H	0	3
Shaun Gayle	78	H		0
M Singletary	82	H		10
Dave Duersor	86	H		3
Al Harris	90	H		6
Terry Schmidt	94	H		0

DRAW 1

1-100 On the first draw, is used to determine which player intercepted the ball according to the team's INTERCEPTIONS card. If the result calls for a player to make the interception, but that player is Injured or out of the game - draw again until finding a player who is in the game.

RED 1-20 On the first draw, is used to consult the RETURN YARDAGE TD/NUMBERS GRADE to determine if a return touchdown automatically takes place or if no automatic return touchdown takes place, which yardage grade to use: 1# or 2#.

BLUE 1-20 On the first draw, is used to determine the yardage the interception is returned.

***If the returner has a TD grade of H that means he did not have an interception return for TD. If you are using that grade to determine return touchdowns, but the player's yardage calls for a return for a touchdown, subtract from the return total - in multiples of 10 - until you arrive at a number where the defender fails to reach the end zone.

If the player only has a return grade in the 2# column, that is the grade used for all returns.

DEFENDER INTERCEPTIONS

When a defender makes a play on the ball and an interception occurs, simply proceed to determine the return yardage as he is already the known interceptor on the play.

PROJECTION SEASONS

Turnovers for Projection Seasons are resolved in almost the identical way as above, except for:

Instead of a team having a numerical Offensive and Defensive fumble rating they have the following

OFFENSE: TURNOVER PRONE, AVERAGE and BALL SECURE

DEFENSE: NO IMPACT, OPPORTUNISTIC and BALL HAWKING

When referring to the PROJECTION GAMES Turnovers Chart, the Section labeled FUMBLING TEAM and RECOVERING TEAM are used instead of numerical vales. The number associated with TURNOVER PRONE 8, AVERAGE 10 and BALL SECURE 12 are compared against the + or - number that is determined by the L 10. number. Everything else proceeds as above except that the chart is used to determine which defender recovered the fumble instead of a team card. Also, because it is a Projection Season, a defender does not have a return grade to use. Again, the chart takes care of that.

Interceptions are the same. Instead of using a team card, the chart will list the position associated with the interception. The chart will also determine the yardage gained on a return.

SECTION 12 - Special Teams

PLEASE HAVE THE HISTORICAL GAMES PUNTS/KICKOFFS CHART IN FRONT OF YOU OR OPEN WHILE

READING THIS SECTION

KICKOFFS

The length of a Kickoff is determined in the following way. Each Kicker like Sebastien Janikowski has a KICKOFF number. That number is used to determine the Length and location of the Kickoff. The Left PRC #20 is used to determine the Trajectory of the Kickoff and the Right PRC #20 is used to determine the Length.

When the TRAJECTORY is 1 - the Right PRC #20 is used to count back toward the Kickoff line away from the end zone - i.e. it is a shorter kick

When the TRAJECTORY is 2-10 - the Right PRC #20 is used, in conjunction with the chart, to determine the distance as specified there.

When the TRAJECTORY is 11-20 - the Right PRC #20 is used to add to the KICKOFF number toward the end zone or through it for a touchback.

You may also employ a SKY or SQUIB KICKOFF to decrease the Returner's effectiveness.

DRAW 1

RED 1-20 On the first Draw, is used to determine the Trajectory of the Kickoff.

BLUE 1-20 On the first Draw, is used to determine the Length of the Kickoff depending upon the Trajectory.

1-100 On the first Draw, is used to determine the Kick Returner according to the order of Kick Returners listed on the Returning Team's KICK RETURNERS card.

SKY/SQUIB KICKOFFS - the exact same procedure is used, except that the Kicker's SKY/SQ number is used.

PROJECTION SEASONS Use the exact same process.

ON-SIDE KICKS ARE COVERED IN THE TRICK PLAYS SECTION

PUNTS

The length of a Punt is determined in the following way. Each Punter is given 2 PUNT Ratings. One to use from his own Goal Line to the 50 Yard Line. That rating is on the left on Shane Lechler's card, in red numbers. The other rating is used from the opponent's 49 Yard Line to the Goal Line. That rating is on the right side of the card, in blue numbers. The Left PRC #20 is used to determine the Trajectory of the Punt and the Right PRC #20 is used to determine the Length.

When the TRAJECTORY number is within the Punter's FC range the Punt will be Fair Caught by the Returner, i.e. the Punter hung the kick up, allowing the coverage team to limit a return.

When the TRAJECTORY number is equal to or greater than the Punter's LONG Rating, he has kicked a line drive/highly returnable Punt. If the Line of Scrimmage is between the Opposing Teams's 49 YL to their GL it is an automatic touchback.

When the TRAJECTORY number is 9 - the Punt Bounces in a way that makes it harder for the Punt Returner to field it.

When the TRAJECTORY number is 10 - the Punt Bounces out of Bounds.

When the TRAJECTORY number is 11 - the Punt Bounces in a way that makes it easier for the Punt Returner to field it.

IN ALL THE ABOVE CASES - the Right PRC #20 is added to the Punter's Length Rating - the 37 number for Lechler from his GL to 50 and the 34 number for Lechler from opponents 49 to GL, for total Punt Length
LONG PUNTS - the Right PRC #20 plus the Right PRC #20 on the next card (supplemental draw) are both added to the Punter's Length Rating. If you choose, you can limit the total length of a Long Punt to the Punter's LIMIT yardage.

PIN - Each Punter has a rating for Pinning the ball Inside the 20. If the TRAJECTORY number is within the FC range and the R 10 number is within the PIN range, he has successfully Pinned the ball inside the 20.

Sebastien Janikowski					
XP	18-19		K		OAK 2012
40	20	20	16		
20-29	30-39	40-49			
20	20	20	20	20	20
50-55	56 + UP	CLUTCH			
20	14	18	11	+10	
KICKOFF	SKY/SQ	COVER			
5	17	+4			

Shane Lechler					
GL TO 50		16	P		OAK 2012
4		49 TO GL	6		
37	FC		34		
LONG	LIMIT	PIN			
14	68	7			
DIRECT	SKY	COVER			
32	29	+1			

Feel The Pulse of the Game

Instead of using the Right PRC #20 to add to the Punt Rating for length, it is instead used as the yard line where the punt is downed, i.e. a Right PRC #20 of 1 is the 1 yard line, a 2 is the 2 yard line, etc.

You may also choose to employ a DIRECTIONAL or SKY kick to limit a Returner's ability to return the Punt. The exact same procedure is followed except that you use the DIRECT Punter Rating for DIRECTIONAL Kicks and the SKY Punter Rating for SKY Kicks.

DOUBLE 10's

When the Left PRC #20 is a 10 and the Right PRC #20 is a 10, resulting in Double 10's two things may occur:

If the 1-100 number is 1-25 the Punt is shanked. Draw a supplemental card and the Right PRC #20 is the total for the Punt i.e. between 1 to 20 yards total

If the 1-100 number is above 26-100 the Punt hits the RETURNING TEAM either on the fly or on a bounce. Use the TURNOVERS procedure for a Fumble.

RED 1-20 On the first Draw, is used to determine the Trajectory of the Punt.

BLUE 1-20 On the first Draw, is used to determine the Length of the Punt depending upon the Trajectory and the Field Position of the Punting Team.

1-100 On the first Draw, is used to determine the Punt Returner according to the order of Punt Returners listed on the Returning Team's PUNT RETURNERS card.

PROJECTION SEASONS Use the exact same process.

KICKOFF RETURNS

The length of a Kickoff Return is determined in the following way. Each Returner is given a numerical grade of 1-20. On Denver's KICK RETURNERS card to the right, we see that Omar Bolden has a RT 11, for a grade of 11 and Trindon Holliday has a RT 25 or a return grade of 25. The Kickoff Kicker's COVER number, a -number, - for 0, or + number, is compared to the Returner's RT number and either added to or subtracted from the Returner's Grade to provide for a range of 1-20 (or higher, depending on the Returner's Grade). Good Kick Coverage ratings are negative, bad ratings are positive. The total yardage of the Return depends upon whether the Kick Coverage was able to get a coverage win or if the Returner gets the win. If the Kick Coverage is effective enough to get the win, the Return Yardage from the KICK RETURNS section of the Chart is subtracted or added to the Returner's YDS number and no Long Return can take place. If the Kick Returner gets the win, the Right PRC #20 is added to his YDS number and Long Returns are possible. For example, Janikowski's Coverage Team Rating is +4. Bolden's RT 11 is his return grade. +4 is added to 11 for a range of 1-15, the result is determined from there. Holliday's Return Grade is so high, that he will win all Kick Return matchups.

Sebastien Janikowski				<small>OAK</small>
<small>XP</small>	18-19	K	<small>OAK</small>	<small>2012</small>
40	20	20	16	
20-29	30-39	40-49		
20	20	20	20	20
50-55	56 + UP	CLUTCH		
20	14	18	11	+10
KICKOFF	SKY/SQ	COVER		
5	17	+4		
DENVER				
KICK RETURNERS				<small>2012</small>
RETURNERS	RT	YDS	LNG	
Omar Bolden	11	12	20	
Trindon Holliday	25	26	20	
Jim Leonhard	10	11	-	

LONG KICK RETURNS

If the Returner gets the win, and the Right PRC #20 is equal to or above his LNG rating, a Long Return has taken place. Consult the LONG KICK RETURNS section and follow the procedure.

KICK RETURNS TD's

Most Kick Returners are rated for a Long Return. However, only Returners with a Greyed-in area and a Green number actually returned a Kickoff for a Touchdown.

You can either allow all Long Returns to end up in a TD or limit it to those who actually had Kick Return TDs.

If you decide to limit Kick Return TDs to those who actually had them, simply subtract in multiples of 10 until you get a Kick Return Total that does not reach the end zone.

SKY/SQUIBB KICK RETURNS RECEIVE A -5 TO KICK RETURNER GRADE - THEN ADD OR SUBTRACT COVERAGE RATING

DOUBLES

When Doubles take place on a Kick Return, a fumble or Bobble may occur - Follow procedures on Chart to determine result

FUMBLE - Follow all procedures for a Fumble

BOBBLE - Subtract 7 from returner grade.

DRAW 1**RED 1-20** On this First Draw, determines if the Returner or Coverage Unit gets the win.**BLUE 1-20** On the First Draw, determines the length of the Kick Return depending upon who won the matchup.**1-100** On the First Draw, determines if a Fumble or Bobble occurs.**1-100** On the First Draw, determines what yardage level to use if a Long Kick Return takes place.**R 10** On the First Draw, is combined with Long Kick Return yardage base number for total yardage.**PROJECTION SEASONS** Uses the exact same procedure except for the following:

Each Returner is given a Letter Grade of A, B, C or D followed by a number that represents his LNG Return number. Some players have a - (dash) meaning they don't have a long return grade. If a Returner is forced to return a kick, but doesn't have a slot on the team's SPECIAL TEAMS card, his grade is D-20.

On the PROJECTION GAMES Special Teams Chart, you see the following:

A 18, B 15, C 12, D 9. The number following the grade letter is the base number to add or subtract the Kicker's Coverage Unit number to or from the Returner's Return number next to his grade. The base yardage number is a floating number as seen on the Chart. On the First Draw, the L 10 is used to determine what the base yardage will be for for Kick Returner. If the Coverage Unit gets the win, that number is either added to or subtracted from the number the L 10 designated. If the Kick Returner gets the win, the Right PRC #20 is added to the number designated from the L 10. Any number over his Long Return number results in a LONG KICK RETURNS total yardage check.

CHICAGO	
SPECIAL TEAMS	2013
PUNT RETURNERS	GRADE
Devin Hester	A-18
Eric Weems	B-19
Earl Bennett	C-20
KICK RETURNERS	GRADE
Devin Hester	A-17
Michael Ford	B-20
Eric Weems	C-20

PUNT RETURNS

Punt Returns are handled in the exact same manner as Kick Returns. All of the same procedures apply except for the following:

When the Punt Returner wins, the Right PRC #20 has 2 sections:

Numbers 1-10 on Right PRC #20 - use this exact number and add it to the Returner's YDS number for total return yardage

Numbers 11-20 on Right PRC #20 - remove the first digit and use the second as the yardage to add to the Returner's YDS number.

Example - 11 becomes 1, 12 becomes 2, 13 becomes 3, 14 becomes 4, etc. all the way to 20

LONG RETURNS NUMBER - Once the Right PRC #20 is equal to or greater than the Punt Returner's LNG number - a Long Punt Return takes place.

PUNT COVERAGE WINS - When the Punt Coverage Unit gets the win, the section on the chart PUNT COVERAGE WIN is the TOTAL YARDAGE and is not added to or subtracted from the Returner's YDS number.

LONG/RETURNABLE PUNTS - When the Punt is Long or Returnable, as outlined in the Punting section above, the entire Right PRC #20 is added to the Returner's YDS and is not divided into 2 sections - as long as the Returner got the win.

INSIDE THE 10 - You can let the Punt bounce inside the 10 instead of attempting a return. If you do, make a supplemental draw and use R 10.

WHEN THE NUMBER IS EVEN - add it to the total Punt yardage - most likely it will bounce into End Zone for a Touchback

WHEN THE NUMBER IS ODD - subtract that from the total Punt yardage as it bounces away from the End Zone and is downed at that point.

DRAW 1**RED 1-20** On the First Draw, determines if the Returner or Coverage Unit gets the win.**BLUE 1-20** On the First Draw, determines the length of the Punt Return depending upon who won the matchup.**1-100** On the First Draw, determines if a Fumble or Bobble occurs.**1-100** On the First Draw, determines what yardage level to use if a Long Punt Return takes place.

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R 10 On the First Draw, is combined with Long Punt Return yardage base number for total yardage.
PROJECTION SEASONS Punt Returns for Projection Seasons works in the exact same manner as Projection Season Kick Returns.

EXTRA POINTS AND FIELD GOALS

The success or failure of an Extra Point or Field Goal attempt is handled in the following manner. Each Kicker is rated for TRAJECTORY/LENGTH and ACCURACY. When looking at Sebastien Janikowski's card under the 20-29 yardage range, we see a blue 20 and a green 20. The blue number represents his TRAJECTORY/LENGTH Rating for that Field Goal Attempt Range. The green number represents his ACCURACY Rating for that Field Goal Attempt Range. When Drawing a card for the play result, if the Left PRC #20 is within his TRAJECTORY/LENGTH Range it has the distance. If the Right PRC #20 is within his ACCURACY Range, the kick is accurate. If one or both of the Left PRC #20 or Right PRC #20 is above either Range, the Field Goal Attempt is missed.

Sebastien Janikowski				
XP	18-19		K <small>OAK 2012</small>	
40	20	20	16	
20-29	30-39	40-49		
20	20	20	20	20
50-55	56 + UP	CLUTCH		
20	14	18	11	+10
KICKOFF	SKY/SQ	COVER		
5	17	+4		

To determine the yardage for a Field Goal attempt, add 7 yards to the line of scrimmage and 10 yards for the End Zone. Example, if the ball is on the 20, add 7 from the line of scrimmage and 10 yards for the End Zone, making it a 37 yard Field Goal Attempt. Use the 30-39 ratings.

Some Kicker's will have a # instead of an ACCURACY Rating. This signifies that the Kicker did not attempt a Field Goal from that yardage range. Follow the procedures on the Special Teams Field Goals section for specific instructions.

Instead of an ACCURACY Rating, some Kicker's will have nothing listed. This signifies that the Kicker missed all attempts during that season from that yardage range. You have 2 choices. Any attempt from that range will be missed - you are simply attempting a Field Goal because that would be realistic and you need to determine if a blocked kick or penalty occurs. You can choose to give the Kicker a small chance at a make. Follow the procedure on the Special Teams Field Goals section of the chart to determine the result.

CLUTCH - a clutch scenario occurs when a team is down by 3 or less, with under 2:00 left in the game. The Kicker is now attempting to tie or kick a game-winning Field Goal. Each Kicker is given a Clutch Rating. Add that rating to his accuracy number on a Clutch Kick and determine final result.

FIELD GOAL ATTEMPTS 56+ YARDS - For every yard beyond 56, subtract 1 from the Kickers TRAJECTORY/LENGTH number and 1 from his ACCURACY number and then determine final result. We see Janikowski has a rating of TRAJECTORY/LENGTH 18 and an ACCURACY 11. If he were to try a 64 yard Field Goal, 8 would be subtracted from both of those leaving a TRAJECTORY/LENGTH Range of 10 and an ACCURACY Range of 2. If he were in a Clutch situation, 10 would be added to his ACCURACY Range.

EXTRA POINTS - On Extra Point attempts, the Left PRC #20 is added to the Right PRC #20. If the total is higher than the Kicker's XP rating, he has missed.

DRAW **1**

RED 1-20 On the First Draw, determines if the Field Goal Attempt has the TRAJECTORY/LENGTH.

BLUE 1-20 On the First Draw, determines if the Field Goal Attempt has the ACCURACY.

PROJECTION SEASONS Extra Points and Field Goals are handled in an entirely different way. Each Kicker is given a letter grade for POWER and one for ACCURACY. When attempting a Field Goal Kick, the Left PRC #20 is used to determine the POWER grade necessary for the Field Goal Attempt to have enough distance and the Right PRC #20 is used to determine the ACCURACY grade necessary for the Field Goal Attempt to be accurate. In either case, if the Kicker's grade is lower than what is required it either falls short or misses.

Kickers are given a Clutch Rating. Each Field Goal Attempt can require a Clutch Check. If the R 10 is higher than the Kicker's Clutch Range, the Field Goal Attempt is missed.

CLUTCH - Just like above, a Clutch Scenario occurs when a team is trailing by 3 points or less with under 2:00 left in the game. In these scenarios, the Kicker's Clutch Rating replaces his accuracy rating. You still check for POWER, but instead of ACCURACY, compare R 10 to Kicker's Clutch Range to determine the result. If the Chart calls for a Clutch Check, use the Right PRC #20 against the Kicker's Clutch

Steven Hauschka		
KICKER	EXP	SEA
	6	2013
POWER	ACCURACY	
C	A	
CLUTCH	+6	
KO	Steven Hauschka	
KICKOFF	SKY/SQ	COVER
3	15	-3

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Rating.

FIELD GOAL ATTEMPTS 56+ YARDS - On all Field Goal Attempts of 56 yards or more, use the normal procedure to determine the result BUT you must also draw another card (as the suspense builds) and compare the Right PRC #20 against the Kicker's Clutch rating to determine if the Kick ultimately had the accuracy necessary. Clutch Checks usually involve an R 10, this time the Right PRC #20 is used, meaning the Kicker has a less likely chance of making the Field Goal.

EXTRA POINTS - are handled in the exact same manner as Field Goals.

DRAW 1

RED 1-20 On the First Draw, is used to locate the POWER grade the kick requires, from the Special Teams Chart.

BLUE 1-20 On the First Draw, is used to locate the ACCURACY grade the kick requires, from the Special Teams Chart. Is also used on Clutch Checks, when required.

R 10 Is used on Clutch Checks.

FUMBLER SNAPS

The possibility of a Bad Snap exists on all Punts, Extra Points Attempts and Field Goal Attempts. On the First Draw if FUMBLE SNAP appears on the Left PRC, do the following:

Check the Right PRC lower 10 number, just like on Fumble Snap checks involving the Quarterback. If the number is:

- 1** A bobbled Snap occurs and the Punter or Holder attempts to run - use the Trick Plays Fake Punt and Field Goal Runs chart to determine the result
- 2** A Bobbled Snap occurs and the Punter or Holder attempts a pass - use the Trick Plays Non-QB Pass chart to determine the result

- 3** The Snap flies over the head of the Punter or Holder

PUNTS - Draw another card and use the Right PRC #20 and add it to 15 to determine the total yardage behind the line of scrimmage the ball travels. Follow the Fumble procedure to determine who made the recovery. If it goes out of the back of the End Zone, a Safety occurs.

FIELD GOALS - Draw another card and use the Right PRC #20 and add it to 7 to determine the total yardage behind the line of scrimmage the ball travels. Follow the Fumble procedure to determine who made the recovery.

DEFENSIVE OPTIONS ON PUNTS AND FIELD GOAL ATTEMPTS

Historical Teams are rated for Blocks on Punts, Field Goals and Extra Points. This number is in a range of 36-41. Most teams have only 39-40 in the range on their SPECIAL TEAMS chart. When a Punt or Field Goal is attempted as outlined above:

DRAW 1

1-100 On the First Draw when the Punt, Field Goal or Extra Point is attempted and this number is within the Team's Block Range for that play, a block occurs. Follow chart procedures to determine the distance the blocked kick traveled.

PUNTS - if the Blocked Punt went backwards, use the Fumble procedure to determine who recovered the ball. If it goes forward, it simply rolls dead at the total yardage indicated.

FIELD GOALS - if the Blocked Field Goal went backwards, use the Fumble procedure to determine who recovered the ball. If it goes forward, it is simply a missed Field Goal Attempt

***You will see that the chart can still determine that a Blocked Kick can travel forward up to 30 yards, if it travels 30 yards and has the distance for the kick, the Field Goal is good as it has been tipped, but still had the force to make it through the uprights.

EXTRA POINTS - if the Blocked Extra Point went backwards, it is a missed Extra Point try. If it goes forward, it still may make it through the uprights.

THE NUMBER 41 If a Historical Team has a 41 - they can only block a Punt when the Punter kicks a Long Punt because the Trajectory is low. Likewise, they can only block a Field Goal if the Left PRC #20 is higher than a Kicker's Trajectory Rating for that kick, meaning the Trajectory was

low making a block possible. They can only block an extra point if the Left PRC #20 and Right PRC #20 are doubles and 41 is the 1-100 number.

PROJECTION SEASONS

Projection Teams are not given a Block Rating. Instead, you must choose a MAXIMUM RUSH to make a Block possible.

MAXIMUM RUSH

You can choose to go with a MAXIMUM RUSH on Punts, Extra Points and Field Goals. You increase the possibility of a block, but also increase the chance for a Penalty.

DRAW 1

1-100 On the First Draw, when the Punt, Extra Point or Field Goal kick occurs if this number is:

1-35 A Running into the Kicker or Roughing the Kicker penalty has occurred, consult the Penalty Chart for the determination.

36-41 The kick is blocked - use the procedure on the Chart to determine which direction the ball traveled and how far.

PUNT RETURNS - if you went for a MAXIMUM RUSH to attempt to block a punt, but the punter was still able to get the punt away, subtract 7 from the Punt Returner's Grade.

ICING THE KICKER

In end of game scenarios, you can call a time-out (provided you have one) and attempt to ice the kicker. Draw a card and consult the ICE KICKER section of the Special Teams Chart to see if there is a modification to the kicker. If there is and he misses the ensuing Field Goal Attempt, you successfully iced the kicker.

SECTION 13 - Injuries

If on any play the Left PRC shows INJURY, you must do an injury check at the end of the play.

DRAW 1

RED 1-20 Determines whether the player is on Offense or Defense for plays from scrimmage OR the Kick Team or Return Team for Special Teams Plays.

1-100 Determines who the injured player is depending upon the above result.

ONCE YOU HAVE DETERMINED THE INJURED PLAYER

DRAW 2

RED 1-20 Are cross-referenced to determine where the player has suffered the injury
R 10

BLUE 1-20 Is used to determine how much time a player misses. This section is divided into sub-categories depending on how many games a Historical Player missed during his 14 or 16 game season.
***SKIP this step for PROJECTION SEASONS and go to the following:

BLUE 1-20 On PROJECTION SEASONS determine whether A, B or C will be used for length of injury

1-7 A 8-14 B 15-20 C

1-100 Is used to determine the length of time the player carries the injury or the number of games missed. If the player missed no games during the season this determines how long he carries the injury if you choose to track that. If the player missed games during the season, this is how many games he misses. If the number of week exceeds the amount of games he missed, he is carrying the injury for that amount of time, but only misses the number of games he did in that season.

PROJECTION SEASONS - this determines number of games missed - draw another card, if it results in a higher number of weeks, that is how many total weeks he is carrying the injury along with the number of weeks out.

WHEN COMING BACK FROM INJURY

Just like in modern football, you can make a determination on the status of a player returning from injury to see if he is PROBABLE, QUESTIONABLE or DOUBTFUL. This could add extra flavor to draft league play.

SECTION 14 - Trick Plays and End of Game Scenarios

In SIDELINE FOOTBALL, you have the following Trick Plays to choose from: Non-QB Pass, Fake Punt and Field Goal Runs, Onside Kick, Kickoff/Punt Return Reverse and Flea-Flicker Pass.

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NON-QB PASS

This can be a Wildcat Pass, RB/WR Pass or Fake Punt/Extra Point/Field Goal Attempt Pass.

Make sure you use the section of the chart corresponding to the current Field Position of the team.

DRAW 1

RED 1-20 Determines whether the fake is Successful or Unsuccessful.

BLUE 1-20 Determines whether a Sack, Sack with Fumble or Interception occurs - IF NOT the pass is thrown.

DRAW 2

RED 1-20 Determines whether the pass is complete or incomplete from the SUCCESSFUL FAKE or UNSUCCESSFUL FAKE section as determined above.

BLUE 1-20 IF THE FAKE WAS SUCCESSFUL and THE PASS WAS COMPLETE, use this to determine the base yardage for the pass.

IF THE FAKE WAS UNSUCCESSFUL and THE PASS WAS COMPLETE, use this to determine the base yardage for the pass.

R 10 Is added to the base yardage of the pass to determine the total yardage gained.

FAKE PUNT AND FIELD GOAL RUNS

On Punts this calls for the Punt Protector or Punter to attempt to run on a fake

On Field Goal and Extra Point attempts this calls for the Holder or Kicker to attempt to run on a fake.

A Defense can always line up expecting a fake - they can not block the Punt, Extra Point or Field Goal Attempt.

Determine if the defending team does not align defense for a fake or does align defense expecting a fake.

DRAW 1

RED 1-20 Determines if the fake is successful.

Use either the FAKE KICK SUCCESSFUL or FAKE KICK UNSUCCESSFUL depending upon result.

BLUE 1-20 Determines if a Fumble takes place.

1-100 Is referenced on the chart to determine the base yardage gained on the Fake.

R 10 Is added to the base yardage of the run to determine the total yardage gained.

ONSIDE KICK

A team can choose to try on Onside Kick on any Kickoff attempt.

IF the Return team does not expect the onside kick, use the RECEIVING TEAM DOES NOT EXPECT ONSIDE KICK section.

IF the Return team expects the onside kick, use the RECEIVING TEAM EXPECTS ONSIDE KICK section.

DRAW 1

RED 1-20 Is used to determine who recovers the onside kick or if it travels out of bounds.

BLUE 1-20 Is referenced with the chart to determine the yardage of the onside kick - it must travel 10 yards for the kicking team to be able to recover the onside kick and keep possession. If it does not travel 10 yards and the kicking team recovers the ball, it is turned over to the receiving team at that spot.

1-100 Is used to determine if there is a Return if the Returning team recovers the onside kick.

*** If the onside kick goes out of bounds, use era-specific penalty scenarios to determine if the kicking team gets a 5 yard penalty and can kick again, or if they forfeit possession where the ball went out of bounds.

KICKOFF/PUNT RETURN REVERSE

A Punt or Kickoff Return team can run a reverse at any time.

DRAW 1

RED 1-20 Is used to determine if the reverse was successful or unsuccessful.

Use the Chart to Determine the result.

FLEA-FLICKER PASS

The offense can call a Flea-Flicker Pass at any time. The Flea-Flicker Pass trick play involves the Quarterback handing the ball off to a Running Back who immediately pitches the ball back to the Quarterback who looks to find a Receiver downfield for a Bomb Pass. Follow all procedures for arriving at the SNAP of the ball and proceed to the following:

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DRAW 1

RED 1-20 Is used to determine a number that is subtracted from or added to the Quarterbacks Play-Action rating. That new number is checked against the Right PRC Play-Action number. If it is within the Quarterback's new range for the Flea-Flicker pass, proceed to the next step. If it is not, the Quarterback either receives a pocket check, if one occurs, or attempts to throw the Bomb into coverage subtracting 5 from his Bomb Completion Number (the lower DEEP number) also subtracting 5 from his lower Interception number increasing the chances for an interception.

DRAW 2

Check the Right PRC Safety Help Number. If it is equal to or less than the Free Safety's Help Rating, he has not bit on the fake and remains in Deep Safety Help. Use the Quarterback's Bomb Throw Range and all other factors to determine if the pass is complete, incomplete or intercepted.

IF THE SAFETY HELP NUMBER IS HIGHER THAN THE FREE SAFETIES HELP NUMBER:

RED 1-20 Is used to reference the TRICK PLAYS FLEA FLICKER section under QB+ sub-section to determine how much is added to the Quarterback's Bomb Throw Rating to see if the pass is complete or incomplete.

R 10 Is added to the Reciever's RAC rating to determine if he runs after the catch.

BLUE 1-20 Is used to determine if the number is within the Receiver's new RAC rating after adding the R 10 to his RAC number.

DRAW 3

To determine the result of the play.

END OF GAME PLAYS

At the end of a game, when a team is in a desperate situation they can choose to either attempt a Hail Mary or a series of Laterals.

HAIL MARY A Hail Mary pass may be attempted when the offense is at or beyond its own 45 yard line.

Follow all procedures for arriving at the SNAP of the ball and proceed to the following:

DRAW 1

RED 1-20 Is used to determine if the Quarterback has time to throw. If he does not have time to throw: EVEN RED 1-20, the pass is incomplete; ODD RED 1-20, he is sacked use the DEEP rating for sack yds. Determine the sacking player(s) as normal. If he had time to throw, proceed to the following:

BLUE 1-20 Is used to determine if the Receiver is able to Move into Position. If he is able to, the play proceeds; if he is not able to move into position, the pass falls incomplete or is intercepted - use the Quarterback's lower Interception Number. Do not check it against the lower number 10 from the Right PRC. In other words, If the Right PRC is within his lower Interception range, the pass is intercepted. Follow the procedures for finding out who intercepts the pass.

1-100 Is used to determine if the Receiver has Space to Jump. If he does, the play proceeds; if not, the pass falls incomplete.

1-100 Is used to reference the HAIL MARY chart to determine the Player Involved in the Final Result.

R 10 Is used to determine the Receiver Involved, or the Defender Involved, depending upon the result of the 1-100 chart check.

Once everything above is decided, draw again to determine the result of the play. If a defensive Penalty occurs, draw again if the 1-100 number is 1-20 a penalty occurs 21-100 there is no penalty.

LATERALS

A team may choose to try a Circus-Type end of game scenario involving 1 or more Laterals, either from the line of scrimmage or from a Kick Return.

KICKOFF - wherever the Kickoff ends up, add 10 yards and start the lateral procedure.

PASS FROM SCRIMMAGE - Follow all procedures for arriving at the SNAP of the ball and the Quarterback throws a Quick Pass to a designated Receiver. If the pass is complete, start the lateral procedure.

DRAW 1

RED 1-20 Is used to determine the result of the First Lateral - if successful the play proceeds - if a Fumble occurs, use the Fumble procedure to determine who recovers the ball. If a tackle takes place, the play is over.

BLUE 1-20 Is used to determine the result of the Second Lateral - if successful the play proceeds - if a Fumble

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occurs, use the Fumble procedure to determine who recovers the ball. If a tackle takes place, the play is over.

1-100 Is used to determine the result of the Third Lateral - if successful the play proceeds - if a Fumble occurs, use the Fumble procedure to determine who recovers the ball. If a tackle takes place, the play is over.

1-100 Is used to determine the player involved in the Final Result.

DRAW **2**

RED 1-20 Is used to determine the Defensive Level if the above called for a defender to be involved in the Final Result.

1-100 Is used to determine the Individual Defender involved in the Final Result as per the Defensive Level indicated above.

BLUE 1-20 Is used to determine which Offensive Player will provide Downfield Blocking for the Final Result.

Once everything above is decided, draw again to determine the result of the play.

SECTION 15 - Replay Booth

If you are playing a game from an era that has Video Replay available, you can call for a play to be reviewed by video on the following plays types:

BIG CATCHES 17 - When the receiver makes a big catch on the Quarterback throw number of 17 and the Big Catch lower 10 number from the Right PRC is odd, you can call for a video review. If overturned, the pass is incomplete.

DROPS 5 - When the receiver drops a pass on the Quarterback throw number of 5 and the Drop lower 10 number from the Right PRC is odd - you can call for a video review. If overturned, the pass is complete at the level indicated on the Right PRC in the Pass Yardage Section.

FUMBLES - Whenever a Fumble occurs and the Right PRC lower 10 number is 1, you can call for a video review. If overturned, the offense keeps the ball at the yardage spot where the fumble occurred.

QUARTERBACK SACK FUMBLES WHEN THE BALL GOES FORWARD - When resolving a fumble from a Quarterback Sack, if the chart called for the ball to travel forward, you can call for a video review. If overturned, the Sack-Fumble turns into an incomplete pass.

YAC DOWN BY CONTACT/STEP OUT OF BOUNDS - Whenever an IPA calls for a Running Back to try for extra yardage or a Receiver to Run After the Catch and the Left PRC #20 lands on the Ballcarriers YAC rating, you may call for a video review to determine if the Ballcarrier is Down by Contact. On Outside Passes and Sweep or Edge Runs, you are determining if the player stepped out of bounds. Because this is triggered when the Left PRC #20 lands exactly on the Ballcarrier's YAC Rating, he has gained extra yardage. If the call is overturned, move the ball back to the yardage spot before adding the extra yardage to the play.

KICKOFF AND PUNT RETURNS - When the return draw ends in doubles on Left PRC and Right PRC, you can call for a video review to determine if a Fumble Occurred or if the Returner stepped out of bounds on a Long Return. If the fumble is overturned, the ball is given back to the Returning team where the fumble occurred. If replay concluded that the player stepped out of bounds before the Long Return took place, draw another card and add the Right PRC #20 to that spot to determine where the player stepped out of bounds.

DRAW **1**

RED 1-20 Determines if the RULING ON THE FIELD IS CONFIRMED, THE RULING ON THE FIELD STANDS or THE RULING ON THE FIELD IS OVERTURNED.

IMPORTANT - Make sure you follow all rules and procedures specific to VIDEO REPLAY in the era of the game you are playing. This is important for modern games concerning challenge opportunities, time-outs and successful or unsuccessful challenges and if the game is in the final 2:00 of a half.

SECTION 16 - Penalties

In SIDELINE FOOTBALL each player is given a Penalty Rating. The result of a penalty depends upon whether it comes on a play from scrimmage or special teams play.

PENALTY PROCEDURES

Whenever drawing a card to determine the result of an IPA - if the Right PRC shows FLAG, as seen on the Right PRC to the side, a Penalty occurs IF the Left PRC #20 being used to determine the result of the play is within the Penalty Range of the Player in question. If it is, a penalty occurs. As there are multiple IPAs on any play, there can be multiple penalties as well, providing for offsetting penalty scenarios, etc.

OFFENSE - Offensive players have a Penalty Range that starts from 1 and goes up to as high as 5 or 6.

RECEIVERS - have 2 penalty ratings. The lower one at the bottom of their card used for blocking plays, and the above one used for determining offensive pass interference, etc.

OFFENSIVE LINEMAN - have 2 penalty ratings. One for run blocking and power runs, and another for pass and screen blocking.

DEFENSE - Defensive players have a Penalty Range starting from 20 and going as low as 16 or 15.

If a player does not have a penalty rating, he can not be called for a penalty.

When a penalty occurs, consult the PENALTIES chart which is divided by Penalty type:

1		2			
QUARTERBACK PRESSURES					
FLAG	QB H-HIT		1		
TARGET	SEAM	TIPPED	9		
19		BALL			
H-R	BLITZER	PLAY ACTION	4		
7	14	2	8		
+8			6		
SCREEN	QUICK	INT	DEEP	BOMB	PRESS.
9	8	16	36	50	12
4	4	5	12	17	4

RUNNING PLAYS

REGULAR

OFFENSIVE IPA - RB READ HOLE

DEFENSIVE IPAs - STUFF RUN/SET EDGE, PURSUE or SUPPORT

BLOCKING

OFFENSIVE IPAs - BLOCKING and IN GAME BLOCKING MATCHUP

DEFENSIVE IPAs - STUFF RUN/SET EDGE, PURSUE, SUPPORT and IN GAME BLOCKING MATCHUPS

YAC/TACKLES

OFFENSIVE IPAs - LOWERS SHOULDER, SPIN MOVE, STIFF ARM, JUKE MOVE

DEFENSIVE IPAs - TACKLE, TACKLE SOLID HIT, TACKLE BIG HIT, TACKLE HUGE HIT

HITS

DEFENSIVE IPAs - TACKLE SOLID HIT, TACKLE BIG HIT, TACKLE HUGE HIT

* used when a tackle, hit and penalty all occur.

PASSING PLAYS

REGULAR

OFFENSIVE IPA - QB READ DEFENSE

BLOCKING

OFFENSIVE IPAs - PASS BLOCK and IN GAME BLOCKING MATCHUP

DEFENSIVE IPAs - PASS RUSH and IN GAME BLOCKING MATCHUP

RECEIVER COVERAGE

OFFENSIVE IPAs - IN GAME MATCHUP QB-SAF, RECEIVER GET OPEN, RECEIVER OPTION ROUTE, RECEIVER CLEARING ROUTE, RECEIVER PICK PLAY and IN GAME MATCHUP REC-DEF

DEFENSIVE IPAs - IN GAME MATCHUP QB -SAF, DEFENDER COVERAGE and IN GAME MATCHUP REC-DEF

IMPORTANT A penalty may also occur on a Defender when they are playing the ball in the air to attempt to break up a pass or intercept a pass. Also, if the Left PRC calls for a defender to try and hit the receiver and a FLAG is shown on the Left PRC, check that defender's Penalty Range and Refer to the HITS section of the PENALTIES CHART.

QB-PRESSURE/SACK

OFFENSIVE IPAs - MOVE OUT OF POCKET, STEP UP IN POCKET and SLIDE AWAY FROM PASS RUSH

DEFENSIVE IPAs - SACK/PRESSURE QB, SACK/PRESSURE QB[THROW AWAY] and SACK/PRESSURE QB[ESCAPE]

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YAC/TACKLES

Use the exact same procedure as above in the RUNNING PLAYS section

SCREEN PLAYS

BLOCKING SUB-SECTION

OFFENSIVE IPAs - SCREEN BLOCK, SCREEN BLOCK [R] and IN GAME SCREEN BLOCK MATCHUP

DEFENSIVE IPAs - IN GAME SCREEN BLOCK MATCHUP, BLOW UP SCREEN and BLOW UP SCREEN [R]

PURSUIT SUB-SECTION

OFFENSIVE IPA - BREAK THROUGH DEFENSE - use SCREEN PENALTY on chart

DEFENSIVE IPA - Tackle use YAC/TACKLES section for Defense

TACKLE SOLID HIT, TACKLE BIG HIT, TACKLE HUGE HIT, use either the YAC/TACKLES section for Defense or HITS if the IPA calls for a HIT but the defender is not able to make an effective hit

IN GAME YAC MATCHUP - use YAC/TACKLES section

BREAKAWAYS

FOR BREAKAWAY PLAYS THAT INVOLVE A PENALTY use the following:

BALL CARRIER use YAC/TACKLE OFFENSIVE side

BLOCKER use YAC/TACKLE OFFENSIVE side

TACKLE use YAC/TACKLES DEFENSIVE side

TACKLE with HIT - use HITS

SUPPORT - use YAC/TACKLES Defensive side

SHORT YARDAGE

USE RUN BLOCKING SECTION

OPTION PLAYS

USE RUNNING PENALTIES, depending upon the IPA

SPECIAL TEAMS PENALTIES AND PENALTIES ON TRICK PLAYS

KICKOFFS AND PUNTS

Have the lower Penalty Range starting at 1

FIELD GOAL KICK AND PUNT BLOCKS

Have the higher Penalty Range starting at 20

KICK AND PUNT RETURNS

Have the lower Penalty Range starting at 1

KICK AND PUNT RETURN COVERAGE

Have the higher Penalty Range starting at 20

FUMBLE AND INTERCEPTION RETURNS

Have the lower Penalty Range starting at 1

FUMBLE AND INTERCEPTION RETURNS COVERAGE

Have the higher Penalty Range starting at 20

ALL TRICK PLAYS AND END OF GAME PLAYS OFFENSE

Have the lower Penalty Range starting at 1

ALL TRICK PLAYS AND END OF GAME PLAYS DEFENSE

Have the higher Penalty Range starting at 20

ONCE YOU DETERMINE THAT A PENALTY TAKES PLACE

Consult the Penalties Chart, draw a new card and use the Left PRC #20 to refer to the CODE on that section of the Penalties Chart. That code then corresponds to the lower section of the Penalties Chart to determine the penalty yardage, etc.

OFFENSIVE BREAKAWAY PENALTIES - If a penalty occurs on an offensive Breakaway, the penalty yardage is taken from the spot of the foul, which occurs at the yardage spot before the Breakaway occurs.

RETURN PENALTIES - on all types of returns including Punt, Kickoff, Turnovers, Block Kicks, etc. if a Penalty is called on the Return team, consult the PUNT/KICK RETURNS Chart on the lower left. You will then use the L 10

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to determine how many yards are subtracted from the end result of the return and then enforce the penalty from there.

On LONG PUNT and KICK RETURNS the spot of the foul is the return yardage result before the Long Gain occurs

For Interception, Fumble, and Block Returns over 20 yards, divide the total in half and use that for the spot of foul on the return and then use the L 10 to count back and enforce the penalty from there.

SECTION 17 - Timing

In SIDELINE FOOTBALL, the Game Clock is divided into increments of :10. Therefore, each game minute has 6 sections as seen in the SCORESHEET cut-out to the right. When keeping track of time in the game, mark an X in the seconds section of the minutes row on the SCORESHEET for the Quarter in which the game is being played.

1st Quarter						
15	60	50	40	30	20	10
14	60	50	40	30	20	10
13	60	50	40	30	20	10
12	60	50	40	30	20	10
11	60	50	40	30	20	10
10	60	50	40	30	20	10
9	60	50	40	30	20	10
8	60	50	40	30	20	10
7	60	50	40	30	20	10
6	60	50	40	30	20	10
5	60	50	40	30	20	10
4	60	50	40	30	20	10
3	60	50	40	30	20	10
2	60	50	40	30	20	10
1	60	50	40	30	20	10

RUNNING PLAYS and COMPLETED PASSES IN-BOUNDS use :40

INCOMPLETE PASSES use :10

RUNNING PLAYS and COMPLETED PASSES OUT-OF-BOUNDS use :20

Sweep and Edge Running plays that have a Running Level number that is odd ends up out-of-bounds. Any outside Passing Play that is completed with a Quarterback Throw number that is odd ends up out-of-bounds.

Breakaway LONG GAINS, that have a final LEFT PRC #20 that is odd ends up out-of-bounds.

*** When in the final 5:00 of a half out-of-bounds plays use :10

ALL SPECIAL TEAMS PLAYS use :10

QUICK PACE OFFENSE use :30

At any time you can increase the pace of play by your offense to get more plays in per game

HURRY-UP OFFENSE use :20

At any time you can put your offense into hurry-up mode

DELAY OF GAME PENALTIES use :40

If a Post-Play Penalty calls for a Delay of Game or if the Team chooses to call a time out instead use the full :40

BURN TIME-OUT use :30

Anytime the Offense or Defense must burn a time-out use :30

ALL SCORING PLAYS use :10

2:00 MINUTE WARNING - remember to stop at the 2:00 warning at the end of the 1st and 2nd halves

ALL RULES SPECIFIC TO THE ERA IN WHICH YOU ARE PLAYING YOUR GAME SHOULD BE FOLLOWED FOR MOST REALISTIC RESULTS

ADDITIONAL INFORMATION

A) PROJECTION GAMES INTERCEPTIONS

When playing a game with a projections season, each defender in his INT section may have a numerical grade like historical seasons, except that a letter will accompany the grade. For example, a 1B or 3A, etc. will be the INT rating for defenders in projections seasons. If the defender makes a play for the ball if the Right PRC #20 is within the players numerical rating an interception may occur if:

The defender's letter grade meets the requirements found on the GAME CENTER along the bottom. The GAME CENTER lists the grades E, D, C, B, A and A+. The 1-100 number between the Left and Right PRCs will give the number to reference on the GAME CENTER which will reveal a grade needed in order to make the interception. If the player's grade is equal to the GAME CENTER letter grade or better, the interception occurs.

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If not, the interception is dropped.

OPTIONAL RULE: When an interception occurs from a bad Quarterback throw, instead of the interception being automatic, you can require that the intercepting player meet the grade requirement as outlined above. If you choose to play it that way, once you find the intercepting defender, follow the above procedure to determine the grade required. If the grade requirement is not met, the interception is dropped. Some Defensive Linemen have an E rating, which is the lowest grade; therefore, if they are called on as the intercepting player on a Screen Pass, they would have a high probability of dropping the interception.

B) QUARTERBACK SPRINT OUTS

In College Football games you have the option of calling each pass play as a Sprint Out. You can also choose this option in Professional Games. The Sprint Out allows a Quarterback to enjoy a little more pass protection but sacrifices throwing accuracy. On each Left PRC there is a SPRINT OUT section with a number of 1 to 5 listed.

When calling a Sprint Out Pass to whatever Route Level and TARGET you do the following:

After arriving at the SNAP of the ball:

Draw a new card and locate the SPRINT OUT number on the Left PRC. That number

is added to the Quarterbacks SCR rating and PKT rating. Draw the next card. If the Left PRC #20 is within the Quarterback's SCR rating he opts for an Edge Run instead of throwing the pass. If the Left PRC #20 is above

the Quarterback's SCR rating but within his PKT rating he proceeds to

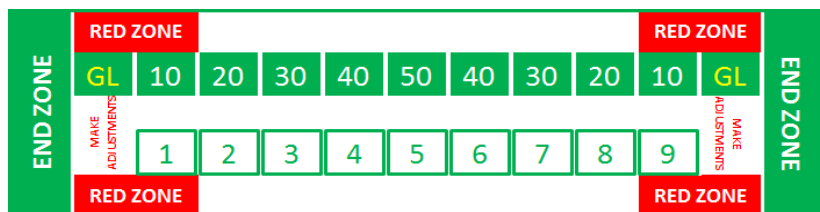
throwing the Pass (by route type), but will use the lower Throw Number for that Pass Route because

he is throwing on the move. If the Left PRC #20 is above his expanded PKT number - because you added the SPRINT OUT number- a Pocket Check occurs. Follow all procedures for a Pocket Check as outlined above.

As you see, there is less of a chance of a Pocket Check when adding the SPRINT OUT number as outlined above, but the Quarterback may run instead of throwing a pass. If he does throw a pass his accuracy suffers.

C) THE FIELD MAT

A Field Mat is included in the game materials. This Field Mat contains a section for Down and Distance. It also contains a section for keeping track of where the ball is on the field. The field is divided into increments of 10 yards.



These 10 yard sections start at the Goal Line and then proceed in 10 yard increments just like on every football field. Instead of individual yardage lines, the lower section ranging from 1 to 9 is there to keep track of the individual yard line within the 10

yard line sections. 2 pawns are needed: 1 for the above upper yardage line and 1 for the lower. For example, if the team were moving from left to right on the field above and the team was on its own 24 yard line, you would have 1 pawn on the 20 on the left side and 1 pawn on the 4 below it. The GL section is used once the team is inside the 10 yard line. Therefore, if the team above moved all the way down to the opponent's 5 yard line, the upper pawn would be placed on GL and the lower pawn would be placed on the 5.

Below the field, there is a section for PENALTIES. You can place a pawn there if a Penalty occurs during a play so that you can keep track if there is more than one penalty called.

Below that, the OFFENSIVE TENDENCIES by DOWN AND DISTANCE appear so that it can be easily observed for usage as outlined above.

You can, of course, use any field you desire as many game players have their own customized fields or favorite fields.

D) OFFENSIVE COORDINATORS

Instead of calling your own offensive plays, you can choose to employ one of the nine Offensive Coordinators included within the game. Each Offensive Coordinator is designed to look just like the big play cards used by Offensive Coordinators in every college or professional football game. Each Offensive Coordinator card is divided into 2 field position columns. One section for when the team is from their own 1 yard line until it reaches a Goal to Go

2		SNAP		2	
HIT	STOPPER		READ SAFETY		C
SPRINT OUT		READ OPTION		SPLIT	
3		DL		SACK	
BATTED DOWN TO THE GROUND		LDE		INTER.	
BLITZ		PASS BLOCK/RUSH			
2	3	4	OFF	3-4	4-3
B-2	B-1	B-2	LG	WLB	RD
DL	LB	DS			
LDE	SLB	FS	+7		
POWER LOSS		DL	LB	DS	DELAY
1	-1	1	5	11	3
-2	-4	0	2	5	1

field position. Within those two sections appear another 3 columns: AGGRESSIVE, NORMAL and CONSERVATIVE. These represent the mindset that you direct the Offensive Coordinator to take. This is in relation to the amount of pass vs. run plays being called. An AGGRESSIVE mindset will call for a more pass-oriented attack. A NORMAL mindset will strike a balance between running and passing plays. CONSERVATIVE mindset is used when you desire a more run-oriented attack. Each mindset is divided into columns for FULL (when the OFFENSIVE DOWN and DISTANCE TENDENCIES show that the Offensive team has its FULL Playbook at its disposal) and PASS (when the offense is facing a known passing down). Once an offensive team is in a Goal to Go situation RUN is included (for when the offense is facing a known running down).

To use an Offensive Coordinator, you need to add 1 draw to the SNAP procedure.

In the SNAPPING THE BALL section above, step 2 called for determining the Offensive Play Call. Here you would draw a card and do the following:

The Left PRC #20 is used to cross-reference with the Offensive Coordinator Card to determine the Offensive Package for the play.

The Right PRC #20 is used to cross-reference the Play Action range under each mindset and the FULL/PASS scenario to determine if a Passing Play will work off of Play-Action, if available by Down and Distance.

If Play-Action is not available - simply ignore this directive.

The 1-100 number provided by the Left and Right PRCs together is then used to determine what the play call is
RUN PLAYS - If the R 10 number on the Right PRC is ODD - the run is to the Left, if it is EVEN - the run is to the right.

PASS PLAYS - The Right PRC contains INSIDE, SEAM or OUTSIDE on its card. That is the direction the pass route will be run when called.

FROM THERE - Proceed to Step 3 for SNAPPING the ball which calls for the TARGET/WORKLOAD to be determined and the Defensive Call.

OFFENSIVE COORDINATORS

BASE - BALANCED This offensive coordinator represents offensive types used between the 1950s and 1990s. This features a BASE offensive package and looks to strike a balance between run and pass.

BASE - RUN HEAVY This is the old 3 yards and a cloud of dust offense used from the 1950s to the 1990s. This features a BASE offensive package and looks to dominate with the running game.

BASE - PASS HEAVY This offensive coordinator represents a pass heavy offensive gameplan like Air Coryell used by the 70s and 80s Chargers or the type of attack used by Dan Marino and the Dolphins in '84. This features a BASE offensive package and looks to pick defenses apart with the pass.

MULTIPLE - BALANCED This offensive coordinator uses a multitude of Offensive Packages and then attempts to strike a balance between the run and pass.

MULTIPLE - RUN HEAVY This offensive coordinator is representative of a modern running team that employs a multitude of Offensive Packages and Sets.

MULTIPLE - PASS HEAVY This offensive coordinator uses many different Offensive Packages focusing on the passing game. Tom Brady, Payton Manning, and Drew Brees use this type of Offensive Coordinator.

AIR RAID - This offensive coordinator uses 3, 4 and 5-WIDE formations and passes the ball much more than running the ball. This type of offense is used primarily in College Games

TRIPLE OPTION - This offensive coordinator uses the FULL-HOUSE and BASE Packages and works with the Triple Option to establish the running game. Old Nebraska and Oklahoma teams used the Triple Option effectively. Currently, Army, Air Force, Navy and Georgia Tech are examples of teams running a Triple Option Offense

READ OPTION - This offensive coordinator is representative of the popular Modern College attack. Oregon, Auburn, Ohio State and many other Colleges use this type of attack. It requires an effective running Quarterback.

You can change Offensive Coordinators and mindsets at any time you choose. In fact, most teams will, depending on game scenarios.

INSTRUCTIONS FOR HEAD TO HEAD GAME PLAY

When playing against a human opponent, all procedures as outlined in this Instructions Manual are used and followed expressly. The only difference takes place during play-calling. Use the following procedure:

Before arriving at the SNAP of the ball:

- 1 The offensive Coach States the Package/Formation he will employ: BASE, ACE, 3-WIDE, etc.
- 2 The Defensive Coach chooses his play call and places the Defensive Play Call Card (in game materials) down with the FTP SPORTS GAMES Logo on top, so that the play call is hidden.
- 3 The Offensive Coach States his play call, whether Run, Pass, Screen, Option, Power Run or Trick Play. He also says who the TARGET/WORKLOAD will be and the direction of the Run or Pass.
- 4 The Defensive Coach flips over his Defensive Play Call Card to reveal his call;
MOVE TO THE SNAP OF THE BALL.