

Running the first series of plays will convince you that **SPORTS ILLUSTRATED COLLEGE FOOTBALL GAME** is the most realistic and easy-to-play college football game ever devised. Months of research and complex computer formulas have been replaced by an easy-to-follow color coded design that leads to fast play and more fun.

Included with the game rules are diagrams and comments on all Offensive Plays and Defensive Formations appearing in the game. These diagrams and comments provide an informative guide for those unfamiliar with the tactics and strategies that go into college football.

*Equipment: The game includes a Football Field; a Scoreboard; a Play/Action chart for each of 32 college teams; a Priority Chart; 5 dice (2 white, 1 black, 1 red, and 1 green); a Football; and a Yards-To-Go Indicator.*

## PLAY OF THE GAME

Before the regular sequence of play is explained it is important to understand how to use the Play / Action Charts which are essential to the game's play. After the charts have been explained the sequence of play will be easily understood.

Use of the Game Charts: Each team has its own Play / Action Chart (Offensive Plays on one side and Defensive Plays and Special Teams on the other side). Except for the use of the Special Teams Charts (for Kickoffs, Punts, etc), the game is basically a sequence of selecting a play, rolling the dice to see the result of the play, and then *comparing the individual Offensive and Defensive results on a third chart which shows the final result of what the play will be*. This third chart, located on a separate sheet, is called the *Priority Chart*.

**Offensive Play Charts:** After the kickoff and return is completed, the player on Offense selects one of the nine plays on his Offensive Play Chart and records this play by turning the dial to the corresponding number on the Play Selector on the board, making certain to shield his selection from his opponent.

The player on Offense then throws his special dice (1 black, 2 white) and reads the results as follows: The number on the black die as the first digit of the number and *the sum of both white dice as the second digit of the number*. Example: If the black die shows a "3" and the one white die shows a "4" and the other white die shows a "5", the final number is "39".

The player then locates this final number under the # ON DICE Column on his Offensive Play Chart.

The player then reads across this number until he reaches the box under the column of the offensive play he chose. The number in this box indicates the result of the offensive play. A *green* box shows the number of yards *gained by the Offense*. A *red* box shows the number of yards *lost by the Offense*.

**Defensive Play Charts:** At the same time the player on Offense selects a play and rolls his dice, the player

on Defense follows a similar procedure. The player on Defense selects one of the six defensive formations on his Defensive Chart and records this formation by turning the dial to the corresponding letter on his Play Selector on the board, making certain to shield his selection from his opponent.

The player on Defense throws his special dice (1 red, 1 green) and *adds* the two numbers. This final number can be 1, 2, 3, 4, or 5. He locates this number under the # ON DICE Column next to the Defensive formation he chose and reads *across* this number until he reaches the box under the column of the play chosen by the *Offensive* player. The number in this interesting box indicates the result of the defensive play. A *red* box means the *Offense loses* yardage. A *green* box means the *Offense gains* yardage.

**Priority Chart:** After both teams have the results of their plays, they consult the Priority Chart to see whether: (1) the Offense wins out over the Defense (2) the Defense wins out over the Offense or (3) the Defensive result and the Offensive result are combined to form the final result of the play (such as when the *Offense* shows *gained* yardage (*green*) while the Defense shows that the *Offense lost* yardage (*red*).

To determine this final result, the player on *Offense* locates his result on the left side of the Priority Chart and reads across until he reaches the box under the column showing the Defensive play result (located at the top of the chart). *The intersecting box indicates the final result or "priority"*.

**Chart Legend:** The Chart Legend, on the same sheet as the Priority Chart, explains the meaning of each color and the symbols on the Priority Chart and on all the other charts used in the game.

**Special Team Charts:** (Throw the same dice used to obtain Offensive play result.) When using the Special Team Chart, *the results are never compared on the Priority Chart*. Each result is used as it appears.

*Example: If the Kicking Team uses the KICKOFF Column on its Special Team Chart, the Receiving Team then uses the KICKOFF RETURN Column on its Special Team Chart.*

## OFFENSIVE-DEFENSIVE PLAY SEQUENCE

Before setting out to play a game on your own, we suggest you familiarize yourself with the game and its component parts by following this sequence of downs in the appropriate Team Charts.

**Choice of Teams:** Each player picks a team. For demonstration purposes, we'll select Michigan State and Nebraska. Set the dials on the Scoreboard for the start of the game.

**Kickoff:** Toss a coin. Winner (Michigan State, in this case) has the choice of kicking off or receiving. Assuming Michigan State chooses to receive, Nebraska places the ball on its 40 yard line, turns to the KICKOFF Column on its Special Teams Chart, and rolls the offensive dice (1 black and 2 white). The roll

results in a 17 (“1” on the black die, “2” and “5” on the white dice.) Under the KICKOFF Column opposite 17 you’ll find a 46 in a green box which means Nebraska’s kickoff went 46 yards. Move the ball to Michigan State’s 14-yard line.

**Kickoff Return:** Michigan State now takes the offensive dice and rolls a 27. Under Michigan State’s KICKOFF RETURN Column opposite 27 you’ll find 11 in a green box which means an 11-yard return of the kickoff. Move the ball to the Michigan State 25-yard line and set the first-down marker. It’s first down and ten to go for Michigan State. The kickoff and return consumed 30 seconds (refer to the scoreboard) and this should be registered on the Scoreboard Time Clock.

**Offensive Play Selection:** The Michigan State player consults his OFFENSIVE PLAY CHART and selects a LINE PLUNGE which he registers by turning his Play Selector to 1 (shielding his Play Selector from the Nebraska Player).

**Defensive Play Selection:** The Nebraska player simultaneously selects a defensive formation from his DEFENSIVE PLAY CHART (Standard Defense for example) and turns his Play Selector to the Letter A. Both Players then announce their selections.

**Running the Play:** The Michigan State player rolls the offensive dice (38) and consults his OFFENSIVE PLAY CHART under column 1 (LINE PLUNGE). The result is a 6 in a green box. Nebraska rolls the defensive dice (one red and one green), *adds the two numbers* (they total 4) and consults his DEFENSIVE PLAY CHART. Under column 1, (corresponding to the Line Plunge number called by the Offense) he reads opposite 4 in the Standard Defense section. The result is a white box. Referring to the Priority Chart, you will see that the green offensive result take priority over the white defensive result, so the net result of the play is a gain of 6 yards for Michigan State. Move the ball accordingly, register the 30 seconds consumed on the clock and move the down indicator to second down.

**Second Play:** It’s now second-and-four on the Michigan State 31 yard-line. Michigan State elects to run the DRAW (number 4 on the Play Selector) and Nebraska shifts to a SHORT-GAP Defense (B on the Play Selector). Michigan State rolls an 18 with the offensive dice and the result is a 15-yard penalty against the offensive team (OFF 15 in a yellow box). Nebraska rolls a 5 with the defensive dice and the result (in the 4 column corresponding to the DRAW in the SHORT-GAP section) is a 1 in a red box. *Because of the penalty, Michigan State must roll the dice again.* The second roll is a 19 on the dice for a 12-yard gain (12 in a green box). Had there not been a penalty, the play (according to the Priority Chart) would have resulted in an 11-yard gain (green 12 minus red 1). But Nebraska has the option of taking the play or the penalty and elects to take the penalty. The ball is moved back 15 yards from the line of scrimmage (the 31 yard line). It’s still second down, the ball is on the Michigan State 16 with 19 to go for a first down, and the play consumed 10 seconds.

**Third Play:** Michigan State elects to throw a SCREEN PASS (6 on the Play Selector) and Nebraska goes back to its STANDARD Defense (A on the Play Selector). Michigan State rolls a 20 with the offensive dice which

results in a 12 in a green box. Nebraska rolls a 4 which results in a (3) in a green box. Consult the Priority Chart and you see that the (3) in the green box take priority over the 12 in a green box (because of the brackets) so the result of the play is a completed SCREEN PASS for a gain of 3 yards for Michigan State. Move the ball to the 19-yard line, move the clock 30 seconds, and set the down indicator on 3. It’s third down and 16 to go.

**Fourth Play:** Michigan State elects to run a BOOTLEG PASS (8 on the Play Selector) and Nebraska decides to BLITZ (F on the Play Selector). Michigan State rolls a 17 with the offensive dice and the result is a 10 in a green box. Nebraska rolls a 3 with the defensive dice and the result is a white box. The green 10 takes priority over the white so the net result of the play is a completed pass for a 10-yard gain for Michigan State. This moves the ball to the 29-yard line, where it’s fourth down and 6 to go. Adjust the clock and down indicators accordingly.

**Fifth Play:** Michigan State will punt and rolls a 13 with the offensive dice. The result under the PUNT Column is a 46 in a green box which means *the ball traveled 46 yards from the line of scrimmage*. So Nebraska receives the punt on its own 25-yard line. Nebraska now takes the offensive dice and rolls a 29 which results in a 9 in a green box under Nebraska’s PUNT RETURN Column. This means that Nebraska ran the punt back to its own 34-yard line where it’s now first-and-ten for Nebraska. Move the ball and the first-down marker accordingly, move the clock 30 seconds, and set the down indicator and you’re ready for Nebraska’s first play from scrimmage.

If you have followed the sequence you are now ready to play SI College Football. The remainder of the rule book covers special situations ranging from fumbles to time outs, which you will pick up quickly because you now understand that the sequence of the game is just like real football. Unless otherwise noted the rules of college football apply.

**Scoreboard:** Record the time of each play on the Quarter Time Clock Dials on the board. There are 15 minutes to a quarter. A chart showing the time every play takes is located below the Quarter Time Clock Dials. Note that any play resulting in a first down, touchdown, or safety takes only 10 seconds.

*No matter how much time remains in a quarter, the last play is allowed to be completed. Neither the half nor the game can end with a penalty on the defensive team. (The half or game can end with a penalty on the offensive team or on both teams). If time has run out and the last play is a penalty and it is accepted, another play is allowed.*

Advance the Down Indicator dial on the Scoreboard after each play.

**Time Outs:** During each half, each team may call four Time Outs. Unlike actual Football, Time Outs do not stop the clock. For the purpose of this game, a Time Out used to reduce a 30-second play to a 10-second play. Time Outs are called *after* the result of a *play is known*. A Time Out would therefore *not* be called after a 10 second play.

## SPECIAL SITUATIONS

**Kickoff:** The kicking team uses the KICKOFF Column on

its Special Teams Chart and rolls the black die and the two white dice. The Receiving Team then rolls these dice, using the KICKOFF RETURN Column on its Special Team Chart. If the ball is kicked *into* the End Zone, the Receiving Team must choose whether to take the ball on its own 20-yard line (touchback) or to attempt a return. If a return is attempted, make certain to include the proper part of the End Zone in the return yardage.

**Punts:** To Punt, follow the procedure used for Kickoffs, except that the Kicking Team must use the PUNT Column on its Special Team Chart. If the Punt can be returned, the Receiving Team uses the PUNT RETURN Column on its Special Team Chart.

**Automatic Touchbacks:** The End Zone measures 10 yards. If a ball is kicked off or punted *beyond* the End Zone, it must be placed on the 20-yard line where the next series of plays start. On any attempted return from the End Zone, if the offensive team does not get the ball out of its End Zone, it is a touchback.

**Safeties:** Whenever a Safety occurs (trapping the Offensive Team in its own End Zone), the Defensive Team gets 2 points, and the team on Offense kicks off from its 20-yard line, using the KICKOFF Column on its Special Team Chart.

**Passes Beyond the End Line:** If any pass is intercepted beyond the end line (10 yards from the goal line), that interception took place out of bounds and the result is an incomplete pass.

*Example: Army is on Notre Dame's 7-yard line. The result of the next play is a 20-yard intercepted pass. Since, however, the end line is less than 20 yards from the line of scrimmage, the result of this play must be changed to an incomplete pass.*

*Similarly, if any Drop-back Pass is completed beyond the end line, that completion is assumed to be out of bounds and the result is changed to an incomplete pass.*

*However, if a Screen Pass, Bootleg Pass or Sprint-out Pass is completed and the play's yardage would take the ball beyond the end line, it is assumed that the receiver has run the extra distance and the result of the play is a completed pass for a touchdown.*

**Fumbles:** All Fumbles, unless otherwise indicated by a plus (+) or a minus (-), take place at the line of scrimmage. When a Fumble occurs, the team who fumbled uses the Fumble line on its Offensive Play Chart. The player of the team who fumbles throws the dice and sees if the range of numbers gives possession of the ball to him or to the opponent.

**Note:** If the Offensive Team fumbles in the opponent's End Zone, ignore the fumble and the result of the play is a Touchdown, since the ball is dead as a player crossed the goal line in possession of the ball.

**Blocked Kick:** If a Blocked Kick occurs when a team kicks on a 4<sup>th</sup> down, the ball is automatically turned over to the Receiving Team at the point where the ball landed. If a Blocked Kick occurs on *other than a 4<sup>th</sup> down*, the Kicking Team uses the Fumble line on its Offensive Play Chart to determine who recovered the ball (the same method used for fumbles).

If a Blocked Kick results on any down and the ball ends up in the Kicking Team's End Zone, use the Fumble line to determine the result of the play.

If the Kicking Team recovers this Blocked Kick, it is charged with a Safety. If the Defensive Team recovers this Blocked Kick, it scores a Touchdown.

**Note:** A Blocked Kick is considered a Completed Play (30 seconds elapse on the Quarter Time Clock).

**Field Goals:** (3 point play) Every team has a maximum distance, *from the line of scrimmage*, that it may attempt a Field Goal. These maximums are shown on the bottom of the team's Special Team Chart in the line "Maximum Field Goal Distance". When attempting a Field Goal, use the numbers in the FIELD GOAL Column to indicate the distance, *from the line of scrimmage*, that the ball traveled and went through the uprights.

*Example: If a Field Goal is attempted and the line of scrimmage is the 30-yard line and the number located in the FIELD GOAL Column is 30 or more, the ball went through the uprights for a Field Goal, although it would be officially measured as a 47-yard field goal (30 plus 10 yards of End Zone plus 7 yards from the line of scrimmage back to the spot of the kick). If the Field Goal is short and therefore no good, add 20 yards onto the kick. If the additional 20 yards results in the ball being kicked into or beyond the End Zone, it is an automatic Touchback and the ball is taken back to the 20-yard line. If, with the additional 20 yards, the ball still falls short of the Goal Line, the Defensive Team must use the KICKOFF RETURN Column on its Special Team Chart. If "NG" is the result shown on the Special Team Chart, it is an automatic Touchback.*

**Points(s) After Touchdown:** After scoring a Touchdown the Offensive Team has the choice of trying for a 1-point conversion (kick) or a 2-point conversion (run or pass). After announcing his choice, the coach of the Offensive Team proceeds as follows:

**A. 1-Point Conversion Attempt** – The coach of the Offensive Team rolls the dice and refers to the bottom of his Offensive Play Chart to determine if the kick is good. If the dice roll is between 19 and 22, the result is a penalty as follows:

*dice roll 19 = 15-yard penalty against the Defensive Team  
dice roll 20 = 15-yard penalty against the Offensive Team  
dice roll 21 = 5-yard penalty against the Offensive Team  
dice roll 22 = 5-yard penalty against the Defensive Team*

**B. 2-Point Conversion Attempt** – The ball is placed on the 3-yard line and the play is treated as a play from scrimmage. The Offense selects a play, the Defense selects a formation, and both coaches toll the dice. If the final result is a gain for the Offense of 3 yards or more, the conversion is successful and the Offense scores 2 points. As with a 1-point Conversion Attempt, this play takes no official time.

## PENALTIES

**Offensive-Defensive Penalties:** Whenever a penalty occurs,

the Offensive Team rolls the dice again and completes the Play. If, on the roll of the dice to complete the play, another penalty is incurred and charged to the same team, *the player continues to roll the dice until a play other than a penalty results.* The team not penalized may then choose to either accept the *greater* penalty (which does not advance the Down) or to accept the play.

If a penalty is charged to *both* teams on the *same play*, the penalties, regardless of the size of each penalty, *offset* each other, and the entire play does not count, except for the elapsed time which is added onto the Quarter Time Clock.

*Penalties can result in a first down but not in a Touchdown or a Safety.*

If a penalty occurs within 15 yards of the Goal Line *and it is greater than the distance remaining to the Goal Line*, the penalty, if accepted, is marked off at half the distance to the Goal Line.

If this distance is a fraction (1/2 yard), move the ball the next yard marker going toward the Goal Line. (This rule does not apply to P.A.T. penalties.)

If the penalty occurs *outside* the 15-yard line and *extends* within the 15-yard line, the penalty is reduced to half the distance after going *inside* the 15-yard line.

*Example: A 15-yard penalty occurring on the 22-yard line puts the ball on the 11-yard line. (7 yards from the 22-yard line puts the ball on the 15-yard line; half of the 8 yards then puts the ball on the 11 yard line.)*

*A pass interference penalty can never result in a touchdown.* If a penalty occurs in the End Zone, place the ball in play on the 1-yard line, with an automatic first down and goal to go.

*Any pass interference penalty – no matter the distance – results in a first down.*

**Penalties on Point After Touchdown:** Whenever a penalty occurs against the *Defensive Team*, roll the dice again. If the P.A.T. *is good* the offensive team can (1) mark off the penalty yardage against the receiving team before the ensuing kickoff or (2) if the penalty was on a 1 point conversion attempt the offensive team may elect to have the ball moved to the 2-yard line and attempt a 2 point conversion.

If there is a penalty against the *offensive team*, and the defensive team accepts the penalty, the offensive team must use its FIELD GOAL Column to attempt a 1 point conversion. Since the P.A.T. is originally attempted from the 3-yard line, a 15-yard offensive penalty means that the ball is placed on the 18-yard line. After a penalty, the offensive team can switch its choice and go for a 2 point conversion if they originally chose to go for one point, or vice versa.

**Penalties on Kicks:** *For the purpose of penalties, consider the Kicking Team the Offensive Team and the Receiving Team the Defensive Team.* If the Kicking Team commits a penalty on a kickoff, complete the play and, if the Receiving Team then accepts the penalty, the penalty is marked off from the 40-yard line and *the kickoff is taken over again.* Additional penalties would

continue to move the ball back and the kickoff taken again.

**Penalties on Kickoff Returns:** *On any return the Returning Team is the Offensive Team.* If a penalty occurs on the Kickoff Return, the Receiving Team again uses the KICKOFF RETURN Column on its Special Team Chart, and after measuring off the return, adds or subtracts the penalty yardage. Then, from where the ball is placed, 10 yards are needed to complete the first down. *Neither team has the option of declining a penalty on a Kickoff Return.* If the result of the return is a touchdown and there is a 15-yard penalty against the offense, mark off the penalty from midfield so the offensive team winds up with the ball on its own 35-yard line.

**Penalties on Punt Returns and Interceptions Returns:** Follow the same procedure as for a penalty on a kickoff return, except penalties against the offense are marked off from the spot that the punt was caught or the pass was intercepted.


*Note: Unless otherwise indicated, all regular college football rules apply in this game. The goal line is considered part of the end zone. If a team is on its opponent's 7-yard line and gains 7 yards, it is a touchdown.*

## SPORTS ILLUSTRATED COLLEGE FOOTBALL


On the following pages are illustrations of the nine offensive plays and six defensive formations used in this game.

Note: There are many variations to each of the plays illustrated. For purposes of these diagrams, all offensive formations are from the "Standard T".

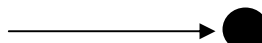
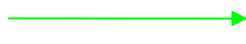
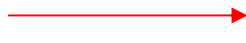


## Legend

**offense** . . . . . Indicated on diagrams by 

T . . . . . Tackle  
 G . . . . . Guard  
 C . . . . . Center  
 TE . . . . . Tight End  
 WR . . . . . All split receivers, flankers or wide receivers  
 QB . . . . . Quarterback  
 FB . . . . . Fullback  
 HB . . . . . Halfback

**defense** . . . . . Indicated on diagrams by 

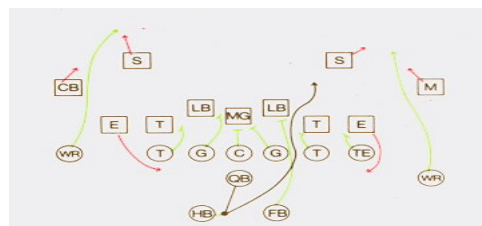
T . . . . . Tackle  
 E . . . . . End  
 LB . . . . . Linebacker  
 MG . . . . . Middle Guard  
 CB . . . . . Cornerback  
 S . . . . . Safety  
 M . . . . . Monsterman

 Movement of ball carrier  
 Movement of offense  
 Movement of defense  
 Direction of block  
 Pass



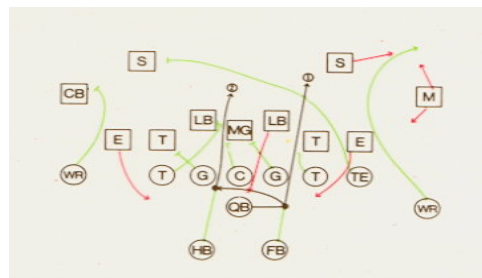
## LINE PLUNGE

The **Line Plunge**, one of the standard power plays in football, is where the offensive team aims to gain needed short yardage. On the snap, the interior linemen block to open a quick hole. The guard and center double team on the middle guard, with the FB blocking out the outside-linebacker. The HB takes the handoff and runs through the hole between guard and tackle. In many situations this play is run between center and guard.



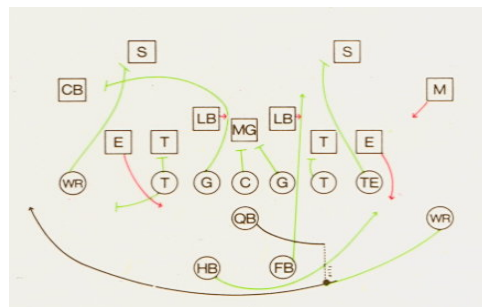
## COUNTER

The **Counter Play** is used for keeping the defense from keying on one side of the field. To execute this play, the offense must effectively block out or draw the defensive secondary with them. A double block is put on the middle guard, hoping that the strong-side linebacker rushes to the inside. If this happens the QB then hands off to the FB who (1) goes through the hole vacated by this strong-side linebacker or (2) the QB doubles back and hands off to the HB who goes through the hole on the opposite side if the linebacker is not drawn to an inside rush.



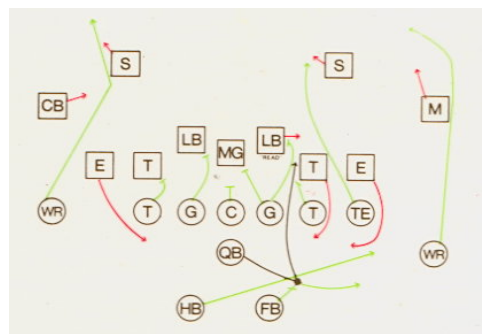
## REVERSE OR END RUN

The diagram shows a **Reverse** which is a widely used play in College Football, especially when the defense is moving to stop a run to the strong-side. A key blocker is the weak-side tackle who puts a good block on his opposing tackle and then retreats to block for the reverse. The QB and HB both are moving to the strong-side, pulling the defense with them. The WR, after a slight hesitation, begins to run toward the weak-side and the QB either hands off to the WR or flips the ball back to him. The reversing WR then picks up the block of the tackle. The alternate to the Reverse is the standard **End Run** where the HB follows the blocks of both pulling guards around the strong-side.



## DRAW

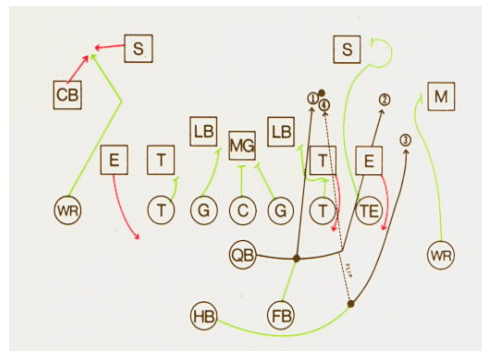
The **Draw** is a tactical necessity for a pass conscious offense or a charging defense. Execution requires good faking and finesse to give the impression of a sprint-out pass. All receivers go deep, forcing the defensive secondary to cover them. The guard "reads" the movement of the strong-side linebacker. If the strong-side linebacker moves outside to cover the halfback, then the guard blocks the middle guard. If the strong-side linebacker does not move to the outside the guard blocks him toward the inside. The QB has dropped back as if to pass, with the FB blocking in front of him. Meanwhile, the HB runs to the strong-side. The FB gets the hand off **only after** the strong-side linebacker has committed himself and the guard has made his block.



## OPTION PLAY

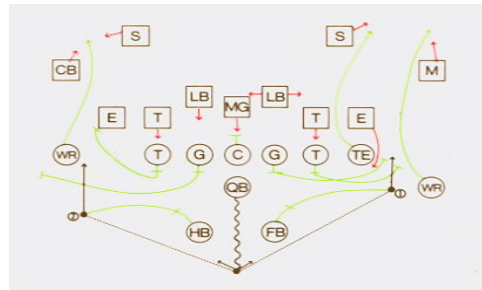
On the **Option** the ball is moved depending upon the defensive commitments and the offense blocks for a rush away from the direction of the play. The QB has 4 options in such a situation:

1. FB through hole between guard and tackle if the strong-side linebacker commits himself to the outside with the tackle and end rushing in from the outside.
2. QB keeps for a run inside the vacant area of the TE only if he strong-side linebacker commits himself to the outside.
3. If either (1) or (2) are blocked due to defensive movements, the QB flips back to the HB who then sweeps around end.
4. The QB passes to the FB.



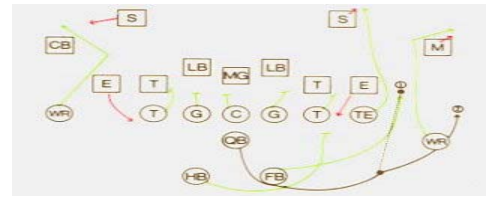
## SCREEN PASS

The **Screen Pass** is used to counter the over eagerness of the defensive line to rush in and dump the QB. All receivers go downfield to draw the defensive secondary and all interior linemen block as if the play were a long pass. After making a good initial contact block on the defensive linemen, the guards and tackles pull back and float to the sides (allowing the defense to penetrate) set up the screen for (1) the FB or (2) the HB. The QB can then pass to the FB or HB depending upon which man seems more open.



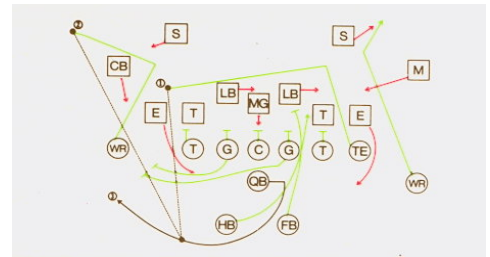
## SPRINT-OUT PASS

The **Sprint-Out Pass** gives the QB the option to pass short to the FB or run a sweep. The basic purpose is a short, quick pass gain. The HB moves up to block out the strong-side end and the FB runs to the open area outside of the tight end's spot. The QB trails the play: (1) if the FB is open, he throws him a short, quick pass; (2) if the FB is covered, the QB keeps and runs wide.



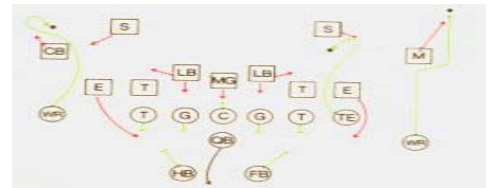
## BOOTLEG

The **Bootleg Pass** is usually used by the offense for a quick gain. The FB and HB go into the right side of the line drawing the linebackers with them. (1) The TE goes out for a pop pass directly over the line on the opposite side and (2) the WR executes a sideline pattern and becomes the secondary receiver. The QB is moving out to the left and looks for the TE and, if covered, goes to the WR. If both are covered, the QB runs wide behind the blocking of the guards, who have pulled back to lead the play.



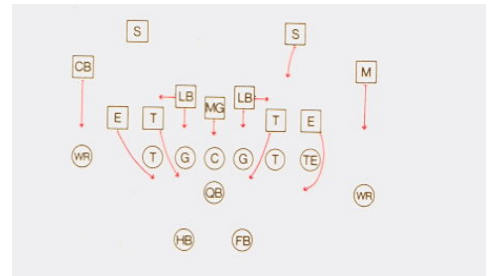
## DROP-BACK PASS

The **Drop-Back Pass** can be referred to as "the passer dropping back into the pocket". The drop-back pass is usually used to make up needed yardage (3<sup>rd</sup> and 25) or as a surprise play in a 2<sup>nd</sup> and 1 or 3<sup>rd</sup> and 1 short yardage situation. This pass is also used for a long gain when the offense is pinned deep in their own territory.



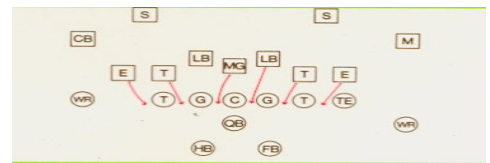
## STANDARD DEFENSE

This game uses the **Standard Defense** of 5-2-4, with five listed variations. The defensive team will always line up in this standard formation and move into its variations after the ball has been snapped, so that the offensive team cannot read the defense to be used. There are 5 men on the line (the middle guard lines up slightly further back than the four linemen), 2 linebackers in the middle, and 4 men in the secondary (one of which is called the "monsterman" or "rover back", who often plays as a defensive back and at other times plays as an outside linebacker).



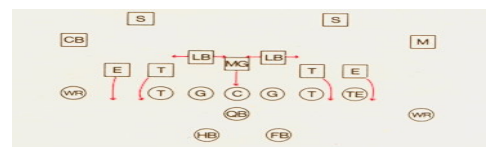
## SHORT YARDAGE (GAPS)

The **Short Yardage (GAPS) Defense** plugs every gap to the inside, hoping to cut off the line plunge and counter play. All defensive players are playing up close in this formation.



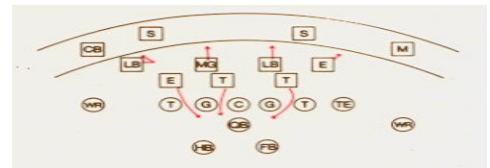
## SHORT YARDAGE (WIDE)

The **Short Yardage (Wide) Defense** is where the tackles and ends rush in from the outside, while the middle guard and linebackers shut off the middle. This defense is used to cut off sweeps, reverses and screens.



## PASS PREVENT (SHORT)

The **Pass Prevent (Short) Defense** creates an "umbrella" formation. Only 3 men rush in, with 4 men in the middle creating the lower rung of the umbrella and the 4 deep backs creating the upper rung of the umbrella. Almost any area is covered to cut off the short pass.



## PASS PREVENT (LONG)

The **Pass Prevent (Long) Defense** creates a full man-to-man coverage. Each of the possible receivers are covered, with a linebacker free to double on the best receiver and the two safeties on the hash marks of the field, playing the ball.



## BLITZ

The **Blitz Defense** employs eight men rushing in to drop the QB. This defense is used when a passing situation is expected. If the blitz is unsuccessful, the secondary is left vulnerable to a long gain where a screen or pitchout play could go all the way.

