Situational Football

Offense

```
3rd Down
           3rd & Extra Long (11+)
           3rd & Long (7-10)
     0
           3rd & Medium (4-6)
     0
           3<sup>rd</sup> & Short (2-3)
     0
           3^{rd} & 1
4th Down
           4th & Extra Long (11+)
     0
           4th & Long (7-10)
     0
          4th & Medium (4-6)
          4th & Short (2-3)
     0
           4^{th} \& 1
Red Zone
TD Zone
Swing Play
Backed Up
Two-Point Conversion
```

- 4 Minute Offense
- 2 Minute Offense
- Last Play of Game
 - 10 yards or less to TD
 - 11-20 yards to TD
 - 20-30 yards to TD 0
 - 31-45 yards to TD
 - 45+ yards to TD
 - Field Goal w/ Timeout
 - Field Goal without Timeout
- Overtime

Defense

```
3rd Down
          3rd & Extra Long (11+)
          3rd & Long (7-10)
          3rd & Medium (4-6)
     0
          3<sup>rd</sup> & Short (2-3)
          3rd & 1
     0
4th Down
          4th & Extra Long (11+)
     0
          4th & Long (7-10)
          4th & Medium (4-6)
          4th & Short (2-3)
     0
Red Zone
TD Zone
Swing Play
Backed Up
Two-Point Conversion
4 Minute Offense
2 Minute Offense
Last Play of Game
          10 yards or less to TD
     0
          11-20 yards to TD
          20-30 yards to TD
     0
          31-45 yards to TD
          45+ yards to TD
          Field Goal w/ Timeout
          Field Goal without Timeout
     Ο
Overtime
```

Punt Team

- Backed Up
- Punting into End zone
- Punting w/ Lead in 4th Quarter
- Take a Safety
- Punt out of Bounds
- Downing Punt pick ball up and hand to official. Do not just touch it
- We get a punt blocked behind LOS
- We get a punt blocked in front of LOS

Punt Return

- Punt into End zone
- With Lead in 4th Quarter
- First Touching if they just touch the ball and don't hand it to the official, someone pick it up and run. Even if we fumble it, we still get the ball back where they
- Peter
- We block a kick that stays behind the LOS
- We block a kick that goes in front of LOS
- Free Kick

Kickoff

- Kickoff after a Safety
- Kickoff with Lead late in the 4th Quarter
- Save the Game Onside

Kick Return

- Vs. Squib Kick
- Vs. Sky Kick
- Vs. Surprise Onside
- Kick Return after we get a Safety

Extra Point/Field Goal

- Fire bad snap, missed hold, etc.
- Long Field Goal be ready to cover
- We get a Field Goal blocked behind LOS
- We get a Field Goal blocked that goes past LOS
- Last chance FG (with timeout)
- Last chance FG (without timeout)

Kick Block

- Extra Point Block they just scored have the mental toughness to try and win the next play
- Vs. Muddle
- Vs. Long FG be ready to return it
- We block a Field Goal that goes behind LOS
- We block a Field Goal that goes past LOS
- We block an Extra Point