



DEFENSE

OFFENSE

5•3 (H/H)**4•4 (H/T)****3•5 (T/T)****INSIDE RUN**

H/T = 0

H/H = 4

T/T = (2) **F-COP**

H/T = 4

H/H = **BRK**T/T = 0 **F-COP**H/T = **BRK**

H/H = 6

T/T = 2

OUTSIDE RUN

H/T = 0

H/H = 6

T/T = (4) **F-COP**

H/T = 2

H/H = 4

T/T = (2) **F-COP**

H/T = 6

H/H = **BRK**

T/T = 2

MISDIRECTIONH/T = 6 **F-COP**H/H = **BRK**T/T = 0 **F-COP**

H/T = 2

H/H = 6

T/T = (4) **F-COP**

H/T = 4

H/H = 6

T/T = 0 **F-COP****SHORT PASS**

H/T = 8

H/H = 8 **BRK**T/T = (6) **F-COP**

H/T = 0

H/H = 12 **I-COP****BRK**T/T = **I-COP**
@ SL +10H/T = 8 **F-COP**

H/H = 14

T/T = **I-COP**
@ SL +14**26 yards or more from goal line.****LONG PASS**

H/T = 30

H/H = 40 **BRK**T/T = (10) **F-COP**H/T = 30 **I-COP**H/H = 40 **I-COP****BRK**T/T = (6) **F-COP**H/T = **I-COP**
@ SL +30H/H = 40 **I-COP**T/T = **I-COP**
@ SL +40

PLAY CHART KEY

H/T = Heads / Tails

SL = Scrimmage Line

= **GAIN**= **NO GAIN**= **(LOSS)****BRK** Breakaway**F-COP** Fumble COP Flip**I-COP** Interception COP Flip

ORDER OF PLAY

1. Defense covers play selection and announces when ready
2. Offense announces play
3. Defense reveals play
4. Play Call Flip by Offense. Follows Play Chart results.
5. Special Plays if indicated – **BRK** **F-COP** **I-COP**
6. Run Back on Breakaway and if B-OP and I-COP flips are successful.

SPECIAL PLAYS

BRK If the Play Chart results in a Breakaway both teams flip following Run Back rules.**F-COP** Defense flips F-COP. If successful, Defense recovers at spot indicated on Play Chart. If unsuccessful, Offense recovers at spot indicated.**I-COP** Defense flips I-COP. If I-COP is successful, the pass is intercepted at the Reception or Interception Yardage. An interception always initiates a Run Back. If I-COP is unsuccessful, the pass is completed at the Reception Yardage spot or incomplete if no Reception Yardage is given.



TABLE TOP FOOTBALL



QUICK REFERENCE SPECIAL TEAMS & EVENTS

PLAY	DESCRIPTION • RESULTS	SLIDE	FLIP
Kickoff	Kick-off slide from 36 yard line. End Zone Touch Back = 20 yard line • Out Of Bounds = 30 yard line Field Of Play = Run Back	✓	✗
Run Back	During a Run Back / Breakaway both Offense and Defense Flip. Same flip = Downed Ball • Both flip T / T = F-COP @ Spot Different Flip = Yard gain for different sides & flip again: H = 10 / T = 6	✗	✓
Field Goal	Scrimmage Line 36 yards or less from goal line Field Goal slide from 6 yards behind Scrimmage Line. Puck Touching Field Goal Area = Good • All Others = No Good	✓	✗
Extra Point	Field Goal slide from 10 yard line. Puck Touching Field Goal Area = Good • All Others = No Good	✓	✗
2 Pt. Cnvn.	Offense Flips. H / H = Good • All others = No Good	✗	✓
Safety	Offense downs ball in their own end zone. Defense scores 2 points. Offense does a kick-off slide from 20 yard line.	✗	✗
Punt	Slide from 6 yards behind SL • End Zone Touch Back = 20 yard line Field Of Play = Run Back • Out Of Bounds = Downed ball at that spot Off Game Mat = 10 yard penalty & re-kick	✓	✗
BRK	When Offense earns a BRK (Breakaway Run), the play continues following the Run Back / Breakaway rules.	✗	✓
I-COP	Defense earns Interception COP flip. H / H = Interception. Defense begins Run Back from spot indicated. Offense retains possession on all other flips.	✗	✓
F-COP	Defense earns Fumble COP flip. H / H = Defense recovers fumble at spot indicated. Offense recovers fumble for all other flips.	✗	✓
PC Flip	Play Call Flip made by the Offense to start all scrimmage line plays.	✗	✓