

GAME CLOCK	
Play Timing	
Plays on which the clock stops	:15
All other plays	:30
Under 2:00 remaining in either half (optional)	
Placekicks and punts, no return	.05
Incomplete passes, timeouts, out of bounds, injuries, penalties, all other plays that stop the clock	.10
Clock-running plays, in CONSERVE mode	.25
Clock-running plays, in CONSUME mode	:45

15:00	14:45	14:30	14:15	14:00	13:45	13:30	13:15	13:00	12:45	12:30	12:15	12:00	11:45	11:30	11:15
11:00	10:45	10:30	10:15	10:00	9:45	9:30	9:15	9:00	8:45	8:30	8:15	8:00	7:45	7:30	7:15
7:00	6:45	6:30	6:15	6:00	5:45	5:30	5:15	5:00	4:45	4:30	4:15	4:00	3:45	3:30	3:15
3:00	2:45	2:30	2:15	2:00	1:55	1:50	1:45	1:40	1:35	1:30	1:25	1:20	1:15	1:10	1:05
1:00	:55	:50	:45	:40	:35	:30	:25	:20	:15	:10	:05	END OF PERIOD			

1st DOWN	2nd DOWN	SOLITAIRE DEFENSE SETTINGS				1	2	3	4	5	6
3rd DOWN	4th DOWN	NORMAL Play-calling (First and second downs, third and short yardage)				PASS	SAFE	SAFE	SAFE	RUN	BLITZ
		Probable PASS Play (Third and long, catch-up or "two minute" modes)				PASS	PASS	PASS	PASS	BLITZ	BLITZ
		Probable RUN Play (Fourth and short yardage or "clock kill" modes)				RUN	RUN	RUN	RUN	BLITZ	BLITZ

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