

SECTION #11

CONTINGENCY SITUATIONS

CLOCK MANAGEMENT

Contingency Situations

Games are won and lost in Indoor/Arena Football in the last minutes of each half. It is imperative that we understand the different situations that we may face during this period and prepare for success. This may involve thinking outside the box in critical situations to maximize our scoring opportunities. We will examine a few different strategies and situations that we will face during the season.

Hurry-Up Offense (1-Minute)

We will practice our one-minute offense each week so we will be very efficient during this situation. We will have the ability to get into our “Nascar” no-huddle mode to conserve precious time during these situations. It is important that we have a series of plays which we will operate during this attack mode to ensure optimum efficiency.

“Keys for Success”

1. Know the situation – how many points do we need, Touchdown or Field Goal
2. Be aware of the time situation, but ensure that our primary focus is to score
3. Know situations where we may huddle or get into nascar mode
4. Be aware of “kill clock” situations
5. Know how many timeouts we have remaining and our opponents
6. Secure the football – Try to give ourselves up to the wall as much as possible to stop the clock
7. QB may throw the ball away if necessary to conserve time
8. “Fire” call we are running the field goal unit onto the field
9. Never go down with the ball in your hands on 4th down. Keep the play alive, look to lateral if first down yardage is not gained. Do not fumble the ball forward on fourth down.

Slow – Down Offense (1-Minute)

We will enter our slow-down mode to preserve a win at the end of a game inside of one minute. We will practice this situation each week. We must remember that we must gain positive yardage or the clock will stop.

“Keys for Success”

1. Use all of 25 second clock
2. Stay Inbounds- Secure the Football at all Times
3. Must Gain Positive Yardage
4. Know how many timeouts we have left
5. Be aware that we can run our “Stall” play to allow the qb to drop back deep and throw the ball into the stands to kill 9-10 seconds of clock at a time.
6. Be aware of attempts by our opponent to let us score in an attempt to get the ball back

Clock Management – Special Situations

Onside Kick

There are times during the course of the game where it is imperative that we attempt an onside kick in an effort to gain an extra possession or to allow the opponent to score quickly so that we can get the football back. As a general rule we will attempt an onside kick if we score within the first 10 seconds of the one-minute warning. In the final minute of the second half we must examine if we can be beaten by a field goal and factor that into our decision to on-side kick if we are ahead by 3 or less.

Allowing Opponent to Score

There are several situations where we will allow our opponent to score in order to get the ball back to our offense. Here are some situations where we would allow our opponent to score if their ability to score or run out the clock appears imminent.

- Behind by 1 at any time inside of a minute if we have less than 3 timeouts left. This will allow us to be behind by 8 assuming they convert the PAT attempt and will allow us the opportunity to score and tie with a 2-pt conversion and send the game to overtime.
- Ahead by 6 or less at any time inside of a minute if we have 2 timeouts or less and opponent is in the Green Zone. If the score appears imminent we must allow the opponent to score so that we will have time to score a last second TD or Field Goal.

Hands Team

As a general rule our Hands Team should always be on Alert during the last minute of both halves. We need to ensure that we properly defend the onside kick, remain onsides, and cover or bat the ball out of the arena. We can not allow our opponent to gain an extra possession during this period.

Refusal to Score

Understand the situation where the opponent is trying to let us score. With a two -point lead or less inside of one-minute we must never score a touchdown. We should gain positive yardage and fall down to expire the clock. If the opponent has two or more timeouts left inside of a minute and we have a 3 or more point lead we will score if they allow us. This will extend the lead to two scores and will force two possessions in the final moments to beat us.

Attempt 2-point Conversion

We must understand when the situation will dictate us going for a two point conversion. We will use a pre-determined chart and couple that with in-game variables to make our decision. As a general rule of thumb we will not chase points until the 4th quarter, and we will factor accuracy of our kicking game, score, opponents' kicker, and time remaining into our decision. We will practice and develop several two-point plays each week.

Score Fast or Slow

If behind in the final minute of the game we must think score first and clock management second. Too many teams in this situation can get distracted with the managing of the clock that they fail to select their best play packages in this critical situation. Obviously we want to score slowly if we have the lead or an opportunity to extend the score to a two score lead. The ideal drive is to score with no time on the clock to win. This situation is obviously rare however and we must understand the urgency of getting the score we need if we are behind in the final moments regardless of the time remaining on the clock. If we have left too much time on the clock and it fits into our contingency plan we can always onside kick to get the football back or conserve time if our opponent should score.

Field Goal Prior to End of Half or Game

The deployment of the field goal team prior to the end of a half or game will depend on varying factors including; score, field position, kicker accuracy from the spot, and our field goal protection. On the final play of the game we must determine if we have a better chance at making the long field goal or attempting a pass into the end zone or one of our pre-designed desperation plays to score.

Use of Time-Outs

Our general rule of thumb is to never have to use our timeouts prior to the 1 minute period of each half. We must conserve these at all costs, and we would rather take a delay of game or substitution penalty during the game than waste one of our timeouts. The only other time we should use a timeout is to give our defense a breather if they have been on the field for an extended drive or series of drives due to a defensive score, ext.. We should be aware of the media timeouts and their placement in this situation.

Overtime Philosophy

We will defer on all overtime periods so that we will have the football last. If we are on the road and we score a touchdown we will go for two and the win. If we are the home team we will convert the PAT and extend the overtime period. We should always think touchdown in overtime, however if we get the ball first in overtime we must ensure that we at least get a field goal to give ourselves a chance. If we get a defensive stop on the first possession of overtime we will be conservative with the football and give ourselves a chance to win with the field goal.