







Fast Drive Football Scoresheet

	1	2	3	4	OT	F

Game Clock

Timing Die

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The diagram illustrates the relationship between five time zones (1Q, 2Q, 3Q, 4Q, and 0T) across a 24-hour period. Each time zone is represented by a horizontal row of 12 circles, with vertical dashed lines indicating specific times: 15:00, 10:00, and 5:00. The 5:00 slot in 2Q, 4Q, and 0T is shaded gray and contains a dashed circle, suggesting a break or the end of the day.

Time Zone	15:00	10:00	5:00
1Q	Circle	Circle	Circle
2Q	Circle	Circle	Shaded Circle
3Q	Circle	Circle	Circle
4Q	Circle	Circle	Shaded Circle
0T	Circle	Circle	Shaded Circle

Special Timing & Late Game Situational Rules

If the time required for a drive would take **more** than what is available at the end of the first half or the end of the game, then the half is over and the result disregarded. The drive is noted as "end of half."

EFFICIENT Teams: With 5:00 or less to go in the half, drive times may be **REDUCED or INCREASED** by one tick (gamer's decision) to reflect the team's strategic use of the clock and time outs. See rules for more info.

INEFFICIENT Teams: With 5:00 or less to go in the half **and losing**, drive times are INCREASED by one tick to reflect the team's inefficient use of the clock and time outs. See rules for more info.

4th Down - Go For it!: With 7:30 or less to go in the game, if the result of a drive is any "PUNT" or "FGA", and the game situation requires going for it on fourth down, roll on this table. See rules for more info.

Last Minute Desperation: If a fourth quarter drive uses exactly the number of ticks remaining in the game, there is time for a kickoff and one more roll on the Desperation Play table. See rules for more info.

Convert TD Result to a FGA as Time Expires in the Game: If the result of the last drive of the game is a TD, but the drive uses exactly one more tick on the clock than is left in the game, a losing or tied team will convert that TD result into a FGA as time expires. See rules for more info.

Kneel Down: With only 1:15 (one tick) to go in the game, the team with the lead will kneel down and run out the clock.

[illegible]