







East Drive Football - College © 2021 Al Wilson. All rights reserved.

### Timing Die

	= ●
	= ●●
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To calculate a possible STAR quality for one of the teams, subtract the lower SRS rating from the higher. If the difference is 3 or more, then assign a STAR value to the team with the higher SRS value as shown below. Record on this scoresheet next to the team name.

## Special Timing & Late Game Situational Rules

**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.

**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 one tick to go in the game, the team with the lead will kneel down and run out the clock.







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## Game Clock

### Timing Die

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## Calculating STAR Quality

To calculate a possible STAR quality for one of the teams, subtract the lower SRS rating from the higher. If the difference is 3 or more, then assign a STAR value to the team with the higher SRS value as shown below. Record on this scoresheet next to the team name.

SRS Difference	STARs
0 to 2	□
3 to 9	1★
10 to 16	2★
17 to 23	3★
24 to 30	4★
31+	5★

## 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."

**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 Play Desperation:** If a fourth quarter drive uses exactly the number of ticks remaining in the game, there is time for a kickoff (if required) 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 one tick to go in the game, the team with the lead will kneel down and run out the clock.

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SRS Difference	STARS
0 to 2	□
3 to 9	1★
10 to 16	2★
17 to 23	3★
24 to 30	4★
31+	5★

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

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