



U FOOTBALL™

2 MINUTE OFFENSE BALL CARRIER DECISION LADDER

COACHING POINTS!

IF YOU CAN MAKE IT,
ALWAYS TAKE IT!

SCORE!

A 1ST DOWN TRUMPS GETTING OB; BUT
DOING BOTH IS OPTIMAL.

**GET THE 1ST
DOWN
AND GET OB!**

GETTING A 1ST DOWN ALWAYS TRUMPS GETTING OB
UNLESS ANOTHER 1ST DOWN IS MEANINGLESS (SET UP
A FG OR FINAL PLAY) OR INSTRUCTED TO DO SO BY
COACH.

**GET THE
1ST DOWN**

TIME OUTS ARE PRECIOUS! IF YOU CAN'T GET A 1ST DOWN, IT'S BEST TO
RUN OB AND NOT GET GREEDY. YARDS ARE IMPORTANT BUT IF THE ODDS
AREN'T IN YOUR FAVOR, HEAD FOR THE SIDELINE AND PRESERVE A
TIMEOUT.

GET OB!

IF YOU'RE CAUGHT IN BOUNDS AND ARE SHORT OF THE 1ST DOWN MARKER, FIGHT TO GET
YOUR FEET (THE DEFENSE UNPILES SLOWLY) AND DELIVER THE BALL DIRECTLY TO THE
UMPIRE (U). NOTE: THE UMPIRE'S JOB IS TO SPOT THE BALL SO HE WILL ALWAYS BE
BETWEEN THE HASHES.

**UMPIRE
HAND-OFF**

ACC TITLE TIDBITS:

1. IN THE LAST 30 SECONDS OF 2 MINUTE WITH NO TO'S, THE QB MUST THROW THE BALL OVER THE 1ST DOWN MARKER OR TO THE SIDELINE. THE QB CANNOT THROW THE BALL UNDER THE 1ST DOWN MARKER AND IN THE MIDDLE OF THE FIELD.
2. A STATIONARY RECEIVER WITH HIS BACK TO THE DEFENSE WHO CATCHES THE BALL IN BETWEEN THE HASHES' BEST CHANCE TO STOP THE CLOCK IS TO DROP STEP & KNIFE FOR A 1ST DOWN IN THE MIDDLE OF THE FIELD.