



Just follow your blockers to a big gain

Attack Plan:

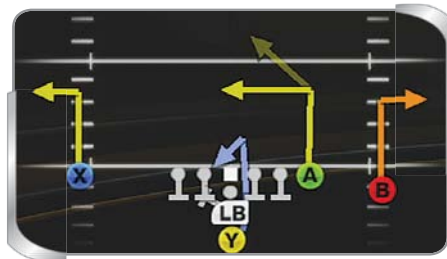
- Send multiple deep receivers to the deep sidelines.
- Attack the flats areas.
- Use short routes to the outside.
- Use play action and attack the deep middle.
- Be patient against this defense; it is geared to stop the long ball.
- Throw screen passes.

PASSING CONCEPTS

Most plays in *NCAA Football 11* feature a common passing concept. What is a passing concept, you ask? Think of a football field as a flat, two-dimensional plane. You attack defensive coverages horizontally or vertically along a line on this plane with different types of

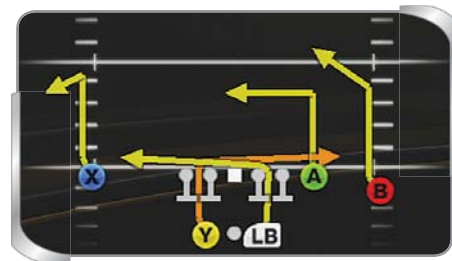
pass routes and pass combinations from the passing tree. Here we delve into the passing game to show you how you can defeat a number of coverages with tried-and-true route combinations.

Bench



The Bench concept is a version of the Smash concept that features a high-low read. One receiver will run a quick out towards the bench, while the other receiver on the same side runs a corner route. Your first read should be to look at the deeper receiver. If he is covered, look for the low read. This concept is effective against both man and zone coverage. Generally, against Cover 2 and Cover 3 zone coverage, the receiver running the corner route will be open. If Cover 4 coverage is called, look for the receiver running the out route. If man coverage is called, both may be open.

Backs Cross



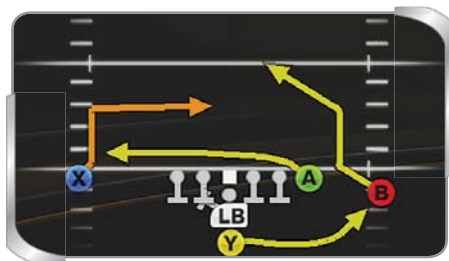
The Backs Cross concept is an excellent way to attack man coverage defenses with two fast running backs running crossing routes out of the backfield. Dual HB packages can make this play even more effective. Before the snap, try to get a feel for which defenders are covering the running backs so you can make an early read. Once the ball is snapped, wait for the running backs to cross. Once they do, one if not both of them should be able to gain separation from the defender covering him. This concept can also be effective against soft zone coverages because the running backs often run their crossing routes underneath the first layer of coverage.

Bubble Screen



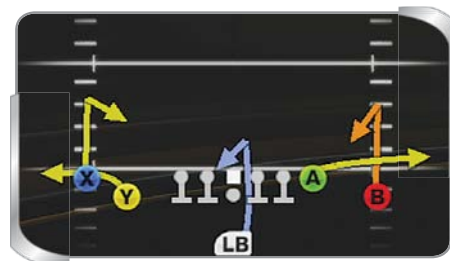
The Bubble Screen concept is a wide receiver screen where the receiver actually bubbles away from the line of scrimmage and the quarterback. The offensive linemen release to clear a path for the receiver. The advantage of the Bubble Screen is it's a low-risk pass play that works against both man and zone coverage. The downside is that it's a timing-based pass play. Watch for a defensive end dropping into coverage to mess up the timing. If this happens, the result could be a sack, an incomplete pass, or an interception.

Cross In



There are several versions of high-low passing concepts in the game. A good example is the Cross In. This high-low passing concept has one receiver running a drag route while another receiver is running a dig route. Ideally the drag route will force the hook zone defender in his area to cover him, allowing the receiver running the dig route to get open over the top of the hook zone defender. Now this is not always the case, so make sure to watch what the hook zone defender does. If he covers the low read, throw to the high read. If he covers the high read, then throw to the low read.

Curl Flats



This is a very popular horizontal stretch passing concept among *NCAA Football* players because of the simplicity. Despite its ease of use, it can be very dangerous against both man and zone coverage. The idea behind this concept is to have one receiver run a flat route, while the other receiver runs a curl. If zone coverage is called, look to the flat route first. If no defender covers the flat, then the ball should be thrown immediately to him. If the flat route is covered, then look at the receiver running the curl route. If he is open, throw him the ball.

OFFENSIVE STYLES

INTRODUCTION

College football has always been one of our favorite sports due to the vast variety of playing styles. While the NFL is mostly a copycat league, college football is anything but. Different levels of talent and resources cause college coaches to be very creative in their quest to develop an effective offensive scheme.

On any given Saturday, you will see Georgia Tech running the Flexbone, Florida executing from the Spread Option, and Texas Tech airing it out all over the field. Every year, the EA SPORTS team has worked diligently to make sure that all the different styles of offense are represented in the game. Well, the playbook team really put it into overdrive this year. With the mantra “120 Ways to Win” as their guide, every team’s playbook received special attention. Combine this with the new Assignment AI blocking schemes in the game, and you can run just about anything you see in the college game.

In this section of the guide, we will dive into the eight major offensive styles featured in *NCAA Football 11*. We’ve included a list of the EA SPORTS development team’s favorite playbooks for each style:

Spread

Cincinnati
 Missouri
 Mississippi State

Pro Style

Miami
 North Carolina
 San Diego State

Air Raid

Arizona
 Houston
 Troy

Run and Shoot

Hawaii
 SMU
 Run and Shoot

Option

Air Force
 Navy
 Option Run

Multiple

Florida State
 Kansas State
 Oklahoma

Pistol

Nevada
 Indiana
 Ohio

One Back

Alabama
 Idaho
 UTEP

The concept behind the Spread offense involves spreading the field horizontally using three-, four-, and even five-receiver sets. The key objective of the Spread offense is to open up multiple vertical seams for both the running and passing game to exploit, as the defense is forced to spread itself thin across the field to cover everyone. This is known as horizontally stretching the field. In the process, the QB looks for one-on-one matchups that favor the offense. Once the QB finds the matchup he likes, he attacks that defender or area of the field. If he doesn’t see a matchup he likes, he may audible to a run play.

There are several versions of the Spread offense throughout the game. The Spread Passing offense is heavily weighted towards passing the ball. The QB must be exceptional at reading the pass coverages before and after the snap for this type of Spread offense to succeed.

Another form of the Spread offense is the Spread Option offense. Over the last few years, this type of Spread offense has really taken off; many teams now employ a run-first mind-set as their means of moving the ball.

SPREAD OFFENSE

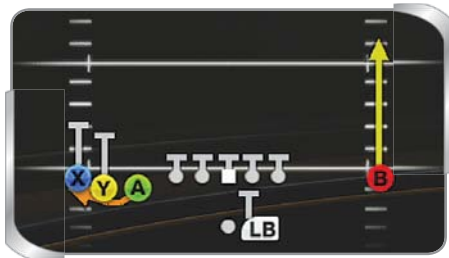
Many college teams run some form of the Spread offense, and it is well represented in the playbooks found in *NCAA Football 11*. In fact, at least 75 percent of the FBS (Football Bowl Subdivision) teams run some form of the Spread offense at times. In *NCAA Football 11*, 37 teams are designated as Spread offense squads.

In this section of the guide, we showcase a few plays from each of these Spread offense families.

Spread Offense Playbooks

Auburn	Michigan	Toledo
Baylor	Mississippi State	Tulsa
Bowling Green	Missouri	UAB
Buffalo	New Mexico	UL Lafayette
Central Michigan	New Mexico State	UL Monroe
Cincinnati	North Texas	USF
Clemson	Northwestern	Utah
FIU	Notre Dame	Utah State
Florida	Oregon	Vanderbilt
Iowa State	Rice	West Virginia
Kent State	Southern Miss	Wyoming
Louisville	TCU	
Marshall	Texas	

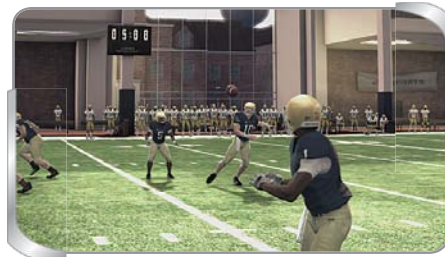
Shotgun Trips Open—Bubble Screen



Shotgun Trips Open—Bubble Screen

The Spread Passing offense has the QB reading the coverage before the snap. He attempts to predict the coverage based on the alignment of the safeties and cornerbacks.

There are three key components for the Spread Passing offense to succeed: game planning, having speed to cause matchup problems, and possessing a QB able to execute and make it all work. The Bubble Screen out of the Shotgun Trips Open is an excellent play that showcases these three components.



The QB whips a quick pass to the flat

This play has three receivers lined up on the left. The inside slot receiver is bubbling out towards the sideline. The outside and middle receivers block for him. On the other side, the flanker runs a streak. Your first read is the bubble route run by the inside slot receiver. Throw to him before he gets too near the

sideline. Once the catch is made, watch to see how the blocking shapes up and adjust accordingly.

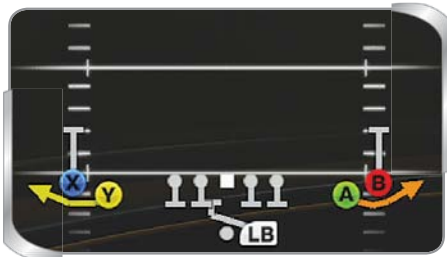


Room for the WR to run.

Another way to run this play is to hot route the outside receiver on a curl route. You still get the bubble route run by the inside slot receiver, but you also get the outside receiver running a curl route. This creates a curl-flat concept, which is effective against many of the zone coverages found in the game.

The downside is, there is one fewer receiver to block for the screen. A final adjustment to consider making is to hot route the halfback on a curl route. That way if the bubble route is covered, the halfback becomes a solid secondary option. One final note: Some bubble screens work better than others. It just depends on the formation.

Shotgun Spread—PA Bubble



Shotgun Spread—PA Bubble

Another Spread Passing offense play that many teams run is the PA Bubble, which is essentially the same play as the Slant Bubble. The only difference is the QB fakes a handoff to the halfback, performs a rocker step, and then looks to throw to one of the slot receivers running the bubble routes. Instead of the outside receivers running slant routes, they look to block the outside corners or any defender covering the flat areas.



Getting it out to the bubble receiver quickly

The downside of having the outside receivers blocking is that if the slot receivers are covered, there will be no other option to throw to. This means you have a choice. You can either eat the ball and take the sack, or you can try to take off with the QB and pick up what you can on the ground. You can always hot route the outside receiver on another route,

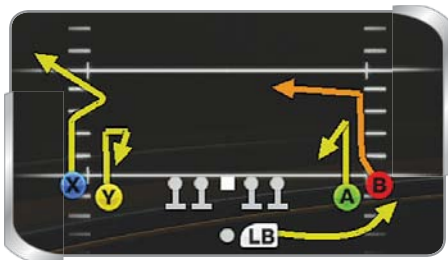
such as a slant or a curl, to give your QB options.

This play is highly effective against man coverage, making it money for online play. Don't forget; if you want to cancel the play action, you can do it by hot routing the HB to pass block or run a pass route. The Read Option is a good run play to work in conjunction with the PA Bubble.



Nice block by WR#3

Shotgun Spread—Post Hi Lo



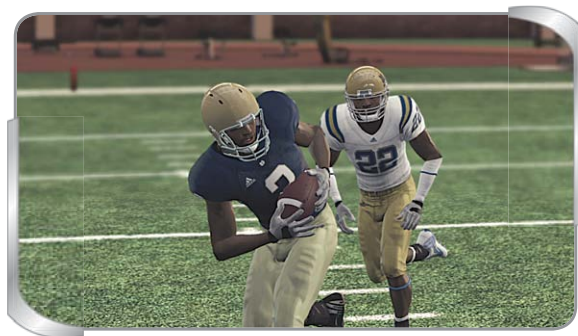
Shotgun Spread—Post Hi Lo

Another popular Shotgun spread play is the Post Hi Lo. This play features the flanker as the primary receiver. He is running a dig route about 10–12 yards down the field. The right slot receiver runs a curl route underneath him. His route is designed to hold the hook zone defenders underneath, allowing the split end's route to get open over the top. The halfback's swing route is designed to hold any defenders playing the flat.



Throwing a dart over the middle

If the flanker or right slot receiver is covered, then look for the halfback in the flat. If man coverage is called, look for the left slot receiver. His hook route is often open once he shows his numbers. The split end runs a deep post corner route and is the play's only deep option. If Cover 2 zone coverage is called, he will



A strong catch with a defender in tight coverage

be open once he breaks towards the corner. However, there is a catch; he generally will be jammed at the line of scrimmage by the cornerback lined up across from him. This will slow him down in getting out on his pass route. If the defense has any type of pass rush, there more than likely won't be time to make the throw.

RUN AND SHOOT OFFENSE

The Run and Shoot offense is another spread-the-field offensive style that generally has four fast receivers lined up in 2×2 sets, although SMU will use some 3×1 sets to throw different wrinkles at the defense. The Run and Shoot does not have a fullback or tight end on the field. This limits the running opportunities in this offense; however, since the Run and Shoot offense is primarily a passing offensive system, that doesn't affect it all that much.

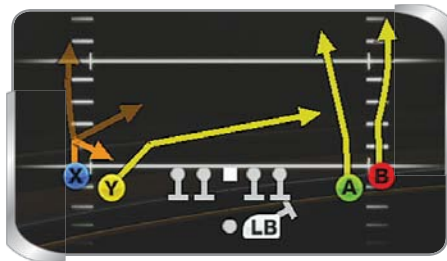
Most Run and Shoot offenses use a lot of motion, although SMU's head coach June Jones doesn't use as much motion in his offense as he once did. Instead, he prefers to have his team come to the line of scrimmage and quickly run the play. The Run and Shoot offense uses a lot of option routes. The CPU-controlled receiver decides what route he is going to run based on the pass coverages. Since the CPU decides what routes to run, they may not always run the correct one. With that said, option routes destroy man coverage. If your opponent is playing a lot of man coverage, option routes are a good choice to run. You as the quarterback must also read the coverage and be on the same page as the receivers running the option routes. Hopefully

the receiver runs the correct route; otherwise you may be a sitting duck in the pocket because you may not have time to look for another receiver.

Run and Shoot Playbooks

Hawaii
 SMU

Shotgun Spread—60 Streak X Option



Shotgun Spread—60 Streak X Option

The Shotgun spread—60 Streak X Option is a perfect example of the plays that are drawn up by coaches who run the Run and Shoot style of offense. The play's primary receiver is the split end, who is the X receiver. Notice that he has the option to run one of three routes depending on the pass coverage. His default

route is a curl. We didn't see him run that route once against all the coverages we tested. His other two routes are the streak and slant. If Cover 0 is the coverage, he will run the streak route.



The QB reads the left side of the field

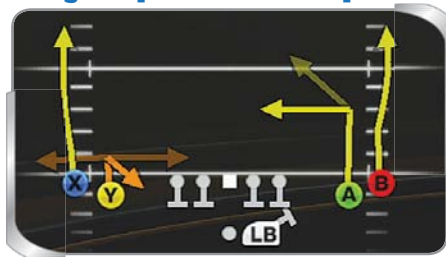
Against all other pass coverage types he runs a slant route. As we already mentioned, option routes are very effective against man coverage. Notice how the split end gains some separation on the right cornerback once he makes his break inward on his slant route. Once we see this, we throw a hard bullet pass towards the split end. Once the catch is made, we look to head down the field for yardage. If for some reason the split end is covered, we then look for our second option, the left slot receiver, who is running a shallow crossing route. Look for him against both man

and zone coverage. The right slot receiver runs a skinny post, while the flanker runs a go route. The right slot receiver should be open if Cover 2 zone coverage is called. The Shotgun spread—60 Streak X Option should be one of your stock pass plays if you plan on running the Run and Shoot offense. Make sure you spend some time in practice mode learning the ins and outs of it.



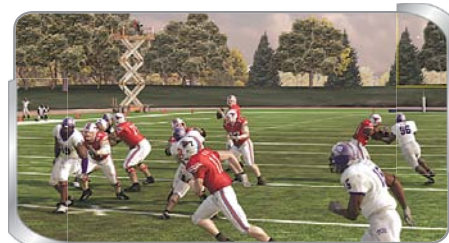
The QB likes what he sees and fires a bullet pass

Shotgun Spread—60 H Y Option



Shotgun Spread—60 H Y Option

Another staple play of many Run and Shoot offenses is the 60 H Y Option. This play has the left slot receiver running an option route. By default he runs a short curl route, which essentially is a stick route. If zone coverage is called, you can bet he is going to run this route. As soon as he sets and turns around, throw him a hard bullet pass. If man coverage is called, he runs either an in or out route. From what we have seen, most of the time he will run the in route even if a defender is playing the middle. For instance, since the halfback doesn't go out on a pass route, if the middle linebacker is covering the halfback, he will spy the quarterback. If the left slot receiver runs an in route, the linebacker will be in position to help defend it.



Number 11 works hard to get open over the middle

However, if the halfback is hot routed to run a pass route, then the linebacker will cover him, leaving the left slot receiver to work one-on-one underneath with his man. Another option route to keep an eye on is the right slot receiver. He runs either his default in route or his option post route. If a safety plays the deep middle, look for him on the in route. If a safety does not play the deep middle, look for him to run the post.



The QB rewards him with an accurate pass

OPTION OFFENSE

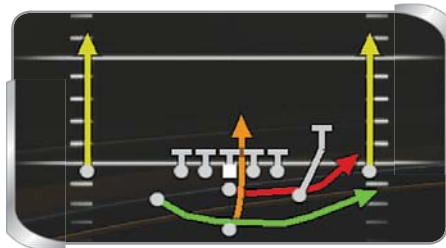
The Option offense has developed over time from a combination of other offensive styles. The Wishbone offense was the foundation for what became the Flexbone offense. Later, the Run and Shoot and the Sprint Out were added to provide passing plays so the defense couldn't just line up to stop the run. If you think about it, the Flexbone is actually run the same as the I formation (I-Form). For instance, the Flex Normal has two A backs set up in wing positions next to the left and right tackles. To achieve the I-Form look, one of the A backs is quickly motioned behind the fullback (B back), who is the featured back in the Flexbone offense.

The Option offense allows several different running backs to have a chance to carry the ball, making it very hard for defenses to focus in on just one player. In *NCAA Football 11*, you will find many flex formations that have different alignments and personnel groupings to give the defense various looks. A few Flexbone formations besides the Flexbone Normal that can found in the Georgia Tech playbook are the Close, Twins Over, Wing, Slot Left, Trio Right, and Trips Left. We are going to look at seven Flexbone Normal plays in the Georgia Tech playbook that we feel can generate positive yardage if run correctly.

Option Playbooks

Air Force
 Army
 Georgia Tech
 Navy

Flexbone Normal—Tr Option Str



Flexbone Normal—Tr Option Str

The most common play typically run in Option offenses is the Triple Option. Georgia Tech runs this play roughly 20 percent of the time. The Triple Option, as the play name suggests, is three plays put into one power package. The QB has the option to hand off to the fullback, toss it to the pitch man, or keep it himself. The one downside to running the Flexbone Normal—Tr Option Str is that it has the left wingback sent in motion. This motion tells the defense which side the Triple Option is going to be run towards, which can make it more

difficult to run from the Flexbone.



The QB keeps it to the right side of the formation

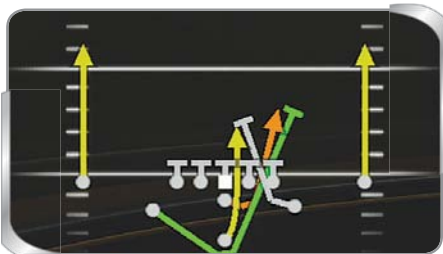
With that said, make sure you mix in other run plays with the same automation so that your opponent won't be able to sit on the Triple Option. While the left wingback is still in motion behind the fullback, the ball is snapped. Next, the fullback either takes the football from the QB or fakes that he has received the ball. If the fullback takes the football, he will run straight through the line of scrimmage to gain yardage. If the fullback does not take the football, then the QB sprints parallel to the line of scrimmage with the left wingback trailing him. The QB can either turn downfield or pitch the football to the trailing wingback. The key to the Triple Option's success is the QB's read of the play-side defensive end. If the end commits to stopping the

wingback on the pitch, the QB will take the ball downfield himself.



He cuts downfield through the hole

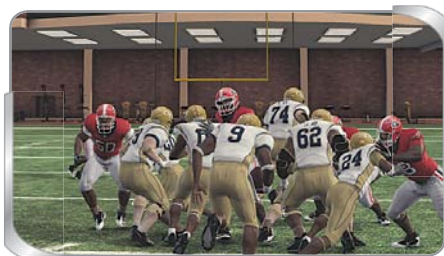
Flexbone Normal—Midline QB Iso



Flexbone Normal—Midline QB Iso

The Midline QB Iso (Option) has the QB reading an interior lineman (instead of the play-side defensive end)—the first down

lineman from the guard out, who is usually a defensive tackle. The Midline QB Iso that is found in the game has a QB—FB option. The left A back goes in tail motion before the snap before becoming a blocker on the play. You can see the defensive tackle being unblocked by the guard and going for the fullback. The guard makes sure he releases inside and then proceeds to block the closest linebacker to the play. Or, as in our example, the linebacker blows him up. Not every block is perfect! The two wingbacks become lead blockers for the QB and take on any defenders coming up to play run support.



The QB follows his blockers into the line

So how does the Midline QB Iso complement the rest of the playbook? The Spread formation stretches the defense from sideline to sideline, and having four potential downfield

receiving threats stretches the defense vertically. The central theme of any Spread offense is to force the other team to defend the whole field. The Triple Option is such a great play in part because it attacks three different areas at once, putting pressure on the defense. Defenses that are a little too aggressive in flowing outside to stop the Triple Option can find themselves a little soft up the middle. By running the Midline QB Iso you force the defense to account for different gaps than for the Triple Option. This two-play combo is a real nightmare to defend.



He squeezes through a crack into the second level

BLITZING 101

Most top players know that bringing pressure on their opponent is the best way to force turnovers. In *NCAA Football 11* plenty of defensive schemes can be created to generate heat on the opposing the QB.



The defenders shoot the gaps to put pressure on the QB

As much as we like bringing the heat, it is a high-risk, high-reward strategy. All-out blitzing is definitely not for the faint of heart. The purpose of blitzing is to disrupt the timing of the pass and force a hurried throw into coverage, hopefully forcing a turnover. Generating a sack is the next best result from pressure. With different fronts and coverages mixed in, well-conceived blitz schemes can wreak havoc on unprepared offenses.

BLITZING



The QB sees the blitz and looks to get rid of the ball quickly



One of the pass rushers gets to the QB as he is about to throw the ball

NCAA Football 11 offers several blitz schemes. Each one brings pressure on the QB from different areas of the field. You can call a play designed to blitz and run the play according to the design, or you can run a play where you pull a player who's not designed to blitz and manually blitz him.

Players will also overload one side of the offensive line to bring more blitzers than there are blockers so that one defender will get through to make the sack on the QB. These blitzes all require some type of coverage to support them.



An overload has been created by the outside linebacker and nickelback

Most blitz schemes have Cover 0, Cover 1, or Cover 3 behind them, although you will also find some with Cover 2 coverage. The three most common types of blitz schemes are inside, overload, and outside. We will explain what they are and show a few different blitzing plays from each type.

Quick Tips

- Blitzing is used not only to put pressure on the QB, but also to stop the run. For example, some of the same defenses that are set up to bring inside heat can stop inside run plays.
- Look for the defenders with high shed block ratings (85 or better). Those defenders are the ones you should look to blitz with when setting up your blitz schemes. If they get blocked, they have a better chance of

shedding the block than defenders with lower shed block ratings.

- The more speed the defender has, the quicker he will get to the QB.
- Test blitz packages in game mode. A blitz that works in practice mode may not always work the same way in regular game mode. Once you feel you have some good packages, try them in a real game situation to test them.

INSIDE BLITZES

Of all the blitz schemes, the inside blitz is the most sought after. Most inside blitzes are known throughout the *NCAA Football* community as nanos or enhanced blitzes. They are called this because they are generally the quickest way to bring A and B gap heat on the QB.



The middle linebacker is ready to bring pressure through the A gap

The A gap is between the center and guards on both sides of the ball. The B gap is between guards and tackles on both sides of the ball. By creating A and B gap pressure, you can really diminish the QB's ability to step up in the pocket and throw.

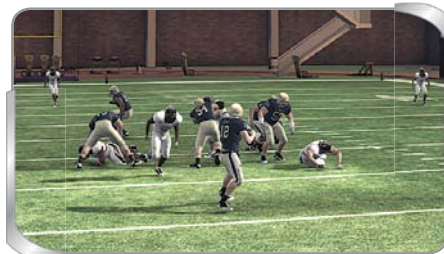


The center and guard leave a gap open for the middle linebacker to shoot through

Some blitz schemes require manually moving one or more defenders around. Sim-style players may frown upon these schemes because they consider them to be taking advantage of the AI.



The QB senses trouble as he is about to be pressured



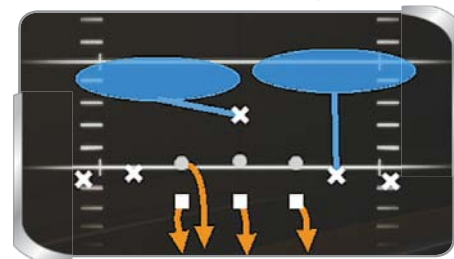
There's not much open deep down the field for the QB to throw to

Inside blitz schemes can be set up with either man or zone coverage behind them. Most of the inside blitz man schemes have either Cover 0 or Cover 1. Most of the inside blitz zone blitz schemes have Cover 3 behind them. The biggest key to bringing A or B gap pressure is having a fast defender ready to shoot through the gap to apply pressure on the QB.



The defenders who are usually used for A and B gap blitz schemes are linebackers and safeties. We focus on inside blitz schemes because those tend to be the ones most players are looking out for. Here are eight inside blitz schemes to help you get started.

3-3-5 Bear—Middle Plug



3-3-5 Bear—Middle Plug

The 3-3-5 Bear—Middle Plug is very simple to set up because it requires no manual movement of any defenders. This makes it very hard for a human opponent to tell if a blitz is coming or not. If you can find these types of blitz schemes, you will make it that much harder for your opponent to beat you. By looking at the play diagram, you can tell right off the bat that the middle linebacker is going to bring the heat.



The defenders are set up and ready to bring A gap heat

The pass coverage is Cover 0, meaning no safeties are playing deep. Six defenders rush the QB while the other five play man coverage. To set this defense up, all we need to do is hot route the outside linebackers to blitz. We can do this two ways. The first way takes more time, plus it may tip off your opponent to what you are doing; just take control of each outside linebacker and hot route them to blitz.



A big gap is created between the center and right guard

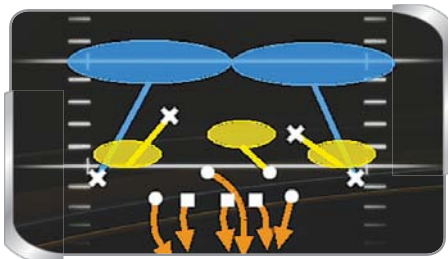


The middle linebacker uses his speed to get to the QB in a hurry

The second way is much quicker and won't tip your opponent off. First, press the Linebacker Shift button, then press left on the right thumbstick. The right outside linebacker will blitz. Press the Linebacker Shift button again, and then this time, press the right thumbstick to the right.

The left outside linebacker will now blitz. This step should take less than two seconds to do. The only other step we suggest is to call bump-n-run man coverage to help slow down the receivers' release into their routes. Once the ball is snapped, the middle linebacker will shoot through the A gap untouched between the center and right guard. Once through, he will have a clean shot at putting pressure on the QB.

3-4 Over—Sting Pinch Zone



3-4 Over—Sting Pinch Zone

The 3-4 Over—Sting Pinch Zone is a Cover 2 zone blitz scheme that brings A gap heat from the right inside linebacker. The right and left cornerbacks play two-deep coverage. The free safety, strong safety, and left inside linebacker play hook zones. Six defenders rush the QB; this includes the right and left outside linebackers and the right inside linebacker.



The QB won't have much time with this blitz setup



The QB drops back as the right inside linebacker sets his sights on him

If no adjustments are made before the snap, the right inside linebacker will shoot through the A gap between the center and right guard. The only way he won't is if the outside linebackers line up farther out wide. For example, if there is a slot receiver lined up outside, the outside linebacker on his side will shift out.

To prevent this, use the man shift coverage audible to bring him back inside. The way we like to enhance this inside blitz scheme is to hot route the nose tackle to blitz and then take control of the right inside linebacker and manually move him behind the nose tackle. Once the ball is snapped, he will shoot through the A gap between the center and right guard to generate inside pressure. If you can't get the blitz to work because the left guard slides inside, try hot routing the right outside linebacker to blitz and moving him next to the right end.

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 FLORIDA GATORS
 VIRGINIA TECH HOKIES
 TCU HORNED FROGS
 NEBRASKA CORNHUSKERS
 IOWA HAWKEYES
 WISCONSIN BADGERS
 GEORGIA TECH YELLOW JACKETS
 USC TROJANS
 MIAMI HURRICANES
 OKLAHOMA SOONERS



Overall

99

Offense

99

Defense

99

Alabama Crimson Tide

PRESTIGE: ★★★★★★

OFFENSIVE STYLE: One Back

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: A+

PROGRAM STABILITY: B+

PROGRAM TRADITION: A+



Offensive Strength Chart

Ace Set



Defensive Strength Chart

3-4 Base



Team Offensive Playbook

Ace Big
 Ace Big Twins
 Ace Big Wing
 Ace Bunch Base
 Ace Slot Flex
 Ace Twin TE
 Ace Twin TE Flex
 Ace Wing Trio
 Ace Y-Trips
 I-Form Normal
 Pistol Ace Twins
 Pistol Twin TE Slot
 Shotgun 4WR Trey
 Shotgun 5WR Flex Trey
 Shotgun Normal Flex
 Shotgun Spread
 Shotgun Trio
 Shotgun Twin TE Flex
 Shotgun Wild Tide
 Shotgun Y-Trips HB Wk

Coaching Philosophy

RUN/PASS: 50/50

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 62/38

DEFENSIVE AGGRESSION: 60

CONFERENCE SEC (West) | LOCATION Tuscaloosa, AL

Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #12	92	64	95	85	92
QB #10	86	64	80	87	90

Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #22	98	90	88	88	89
HB #3	92	92	86	94	77
HB #42	77	88	88	75	76

Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #33	75	70	55	74	75

Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	97	88	97	87	94
WR #4	90	94	96	88	85
WR #15	89	87	84	84	94
WR #11	83	92	87	85	83

Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #89	78	80	74	82	80
TE #85	75	82	77	72	78

Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #77	95	96	92	92	89
LG #65	88	94	74	83	84
C #73	92	94	84	80	87

Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #75	90	88	84	85	90
RT #76	89	94	80	83	90

Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #57	95	76	95	89	81
DT #99	95	70	94	88	75
DT #64	90	60	93	84	67
LE #96	94	88	93	86	88

Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #5	95	85	93	93	83
MLB #35	95	93	94	89	86
ROLB #41	93	80	93	94	81
MLB #30	92	87	89	92	86

Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #21	95	96	94	97	94
CB #1	91	92	95	95	92
CB #9	86	90	88	86	94
CB #22	85	97	85	93	82

Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #23	94	96	96	80	66
SS #4	94	91	95	90	85
SS #18	88	91	88	92	90



Overall

96

Offense

97

Defense

95

Ohio State Buckeyes

PRESTIGE: ★★★★★

OFFENSIVE STYLE: Multiple

COACH PRESTIGE: A+

CONFERENCE PRESTIGE: A

PROGRAM STABILITY: B+

PROGRAM TRADITION: A+



Team Offensive Playbook

Ace Big
 Ace Bunch
 Ace Slot
 Ace Twin TE
 Ace Twin TE Slot
 Ace Y-Trips
 I-Form Normal
 I-Form Tight
 I-Form Twins
 I-Form Y-Trips
 Pony H Twins
 Shotgun 5WR Flex Trey
 Shotgun Ace
 Shotgun Normal
 Shotgun Normal Flex Wk
 Shotgun Split
 Shotgun Split Slot
 Shotgun Trio HB Wk
 Shotgun Y-Trips

Coaching Philosophy

RUN/PASS: 45/55

OFFENSIVE AGGRESSION: 60

RUN/PASS DEFENSE: 42/58

DEFENSIVE AGGRESSION: 70

Offensive Strength Chart

2-Back Set



Defensive Strength Chart

4-3 Base



CONFERENCE Big Ten | LOCATION Columbus, OH

Quarterbacks

Player	OVR	SPD	AWR	THP	THA
QB #2	94	91	86	90	83
QB #14	81	76	63	85	88

Halfbacks

Player	OVR	SPD	AGI	TRK	ELU
HB #3	94	94	87	82	77
HB #1	92	90	93	84	80
HB #4	86	92	94	79	81

Fullbacks

Player	OVR	SPD	CTH	RBK	PBK
FB #44	81	82	71	82	73

Wide Receivers

Player	OVR	SPD	ACC	JMP	CTH
WR #8	93	92	96	90	86
WR #12	91	88	94	78	89
WR #9	86	90	89	85	78
WR #5	85	92	95	82	76

Tight Ends

Player	OVR	SPD	CTH	RBK	CIT
TE #11	82	86	83	74	85
TE #81	78	84	75	80	78

Offensive Line

Player	OVR	STR	AWR	PBK	RBK
LT #55	86	88	85	88	85
LG #65	92	90	86	92	92
C #50	94	94	89	86	90

Offensive Line (continued)

Player	OVR	STR	AWR	PBK	RBK
RG #70	91	95	83	84	90
RT #76	91	90	83	90	88

Defensive Line

Player	OVR	SPD	STR	TAK	PUR
RE #43	92	84	90	86	88
DT #72	94	62	92	88	78
DT #54	91	66	94	84	77
LE #97	95	75	93	90	83

Linebackers

Player	OVR	SPD	AWR	TAK	PUR
LOLB #51	93	84	90	90	88
MLB #36	90	80	80	89	81
ROLB #6	89	88	80	88	89
ROLB #42	87	80	65	90	87

Cornerbacks

Player	OVR	SPD	JMP	MCV	ZCV
CB #5	94	93	94	98	93
CB #10	88	94	88	94	90
CB #30	85	90	90	88	95
CB #18	79	92	87	85	85

Safeties

Player	OVR	SPD	AWR	TAK	POW
FS #7	89	90	87	87	91
SS #19	86	90	88	71	77
SS #26	85	92	75	85	87



NCAA FOOTBALL 11

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The VG Sports team is a hardcore group of gamers, real life football coaches, and tournament players.

Founded in 2002, the team has spent the last 10 seasons breaking down the X's and O's of the game while providing the cutting edge strategies players need to succeed in tournament and online play.

Whether you are a complete newbie to the game, or a grizzled veteran of many online battles, VG Sports will provide you with new tips and tactics you can use to elevate your game.

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