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Football



Basics

- FORMATIONS
- GAME CLOCK
- Positions

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Formations

- The kicking and receiving Teams are decided upon a coin toss in the beginning of the game
- Special Teams: 11 players from each team ,Team A is the kicking Team and Team B is the Receiving team . After this play ends
- Offensive unit : (the Receiving Team)
- Defensive Unit :(The kicking Team)

Game Clock



In an American football game, the game clock, which is operated by a timekeeper in the press box, doesn't run continuously throughout the game's 15-minute quarters. The clock stops for the following reasons:

- **Either team calls a timeout..**
- **The quarterback throws an incomplete pass.**
- **The ball carrier goes out of bounds.**
- **A player from either team is injured during a play.**
- **An official signals a penalty by throwing a flag.**
- **A wet ball needs to be replaced with a dry one.**



Offensive Unit

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Quarter Backs



Mobility

vision

Arm Strength

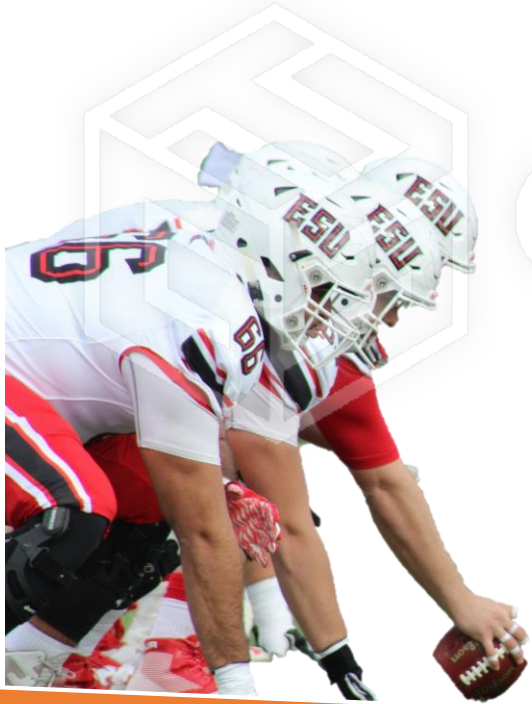
Intelligence

Leadership



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Offensive Linemen



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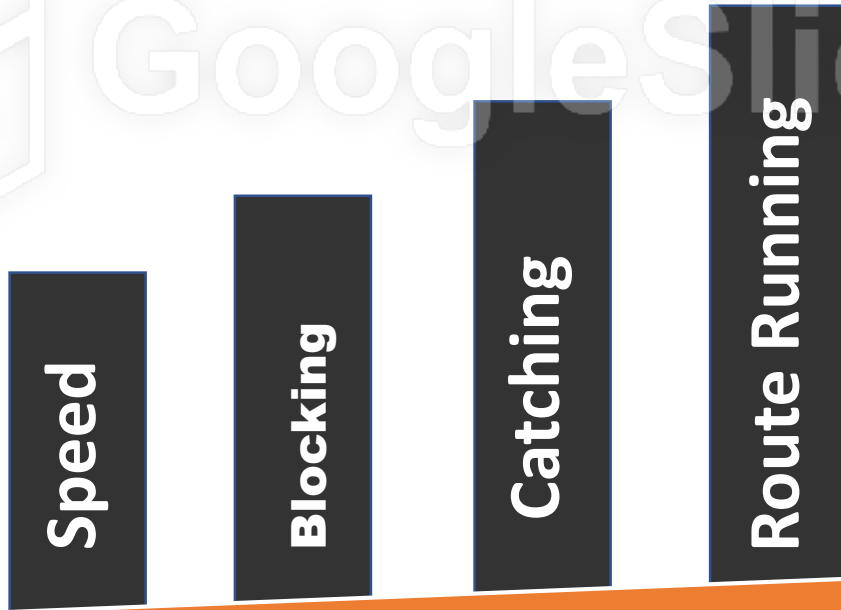
Physical Strength

Strong Feet

Blocking

Heavy Weight

Receivers



Running backs



Speed

Tough

Change direction

Elude Defenders



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Go **Defensive Unit** [Themes.com](https://www.godownloadthemes.com)

Defensive Linemen



Size

Durability

Quickness

Arm & Hand Strength



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Linebackers



Physical Strength

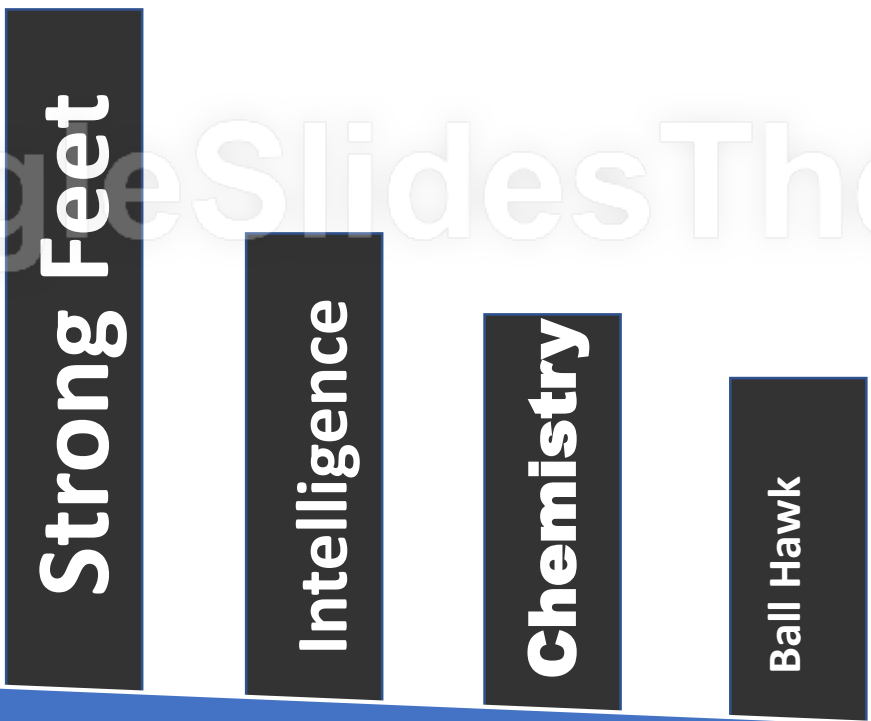
Strong Feet

Intelligence

Vision

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Cornerbacks and Safety



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