

Attacking Actions	User Entry	Follow-on Entry	Plus or Minus Phase
Pass	Tap PLAYER (to whom ball is intended) [Default is 1 st line pass]	Tap 2ND, 3RD Line or AIR fly-in button	Plus Attack
Turnover on 1 st Touch	Tap TOUCH LOSS button	<i>Opt:</i> Tap THIRD of field	Minus-Turnover Defend
Turnover on pass	Tap PLAYER (to whom ball is intended) [Default is 1 st line pass]	Tap 2ND, 3RD or AIR fly-In Tap PASS FAIL button <i>Opt:</i> Tap THIRD of field	Minus-Turnover Defend
Dribble an opponent	Tap PLAYER		Plus Attack
Turnover on dribble	Tap PLAYER	Tap DRIBBLE FAIL button <i>Opt:</i> Tap THIRD of field	Minus-Turnover Defend
Shot ON goal, score	Tap GREEN BALL button	Tap HEADER (if not by kick)	Plus-Score Tally Defend
Shot ON goal, saved	Tap RED X BALL button	Tap HEADER (if not by kick) Tap SAVE & CONTROL button	Plus Defend
Shot ON goal, saved over end line by Opposing GK	Tap RED X BALL button	Tap HEADER (if not by kick) Tap END LINE button Tap FLASHING CORNER Tap PLAYER taking corner	Plus Attack Attack
Shot ON goal, hits post	Tap RED X BALL button	Tap HEADER (if not by kick) Tap POST fly-in button Tap LOST BALL button -OR- Tap PLAYER for recovery	Minus-Turnover Defend Plus Attack
Shot AT goal, off-target If Goal Kick for opponent - OR - If Corner Kick (opponent put over End Line)	Tap END LINE button	Tap SHOT fly-in button Tap FLASHING 6-YD (ball will appear then fade) -OR- Tap FLASHING CORNER Tap PLAYER taking corner	Minus Defend Plus Attack
Punt or 50/50 Clear	Tap PUNT button	Tap PLAYER -OR- LOST BALL button	Plus Attack -OR- Minus Defend
Defending Actions	User Entry	Follow-on Entry	Plus-Minus Phase
Lost tackle [default]	Tap PLAYER		Minus Defend
Win tackle	Tap PLAYER	Tap WON BALL button	Plus Attack
Disruption	Tap PLAYER	Tap DISRUPT button <i>Optional – Tap WON BALL</i>	Plus Defend or Plus Attack
Interception	Tap PLAYER	Tap INTERCEPT button	Plus Attack
Blocked shot	Tap PLAYER	Tap BLOCK button <i>Optional – Tap WON BALL</i>	Plus Defend or Plus Attack
Shot ON our goal, conceded	Tap GREEN BALL button	Tap HEADER (if not by kick)	Minus-Opp Tally Attack
Shot ON our goal, saved	Tap RED X BALL button	Tap HEADER (if not by kick) Tap SAVE & CONTROL fly-in button	Plus Attack
Shot ON our goal, saved but spilled	Tap RED X BALL button	Tap HEADER (if not by kick)	Plus Defend
Shot ON our goal, hits post	Tap RED X BALL button	Tap HEADER (if not by kick) Tap POST fly-in	Minus Defend
Shot AT our goal, off-target If Goal Kick - OR - If Opponent Corner Kick	Tap END LINE button	Tap SHOT fly-in button Tap FLASHING 6YD button Tap PLAYER taking goal kick -OR- Tap FLASHING CORNER (ball appears then fades)	Minus Attack Minus Defend

Fouls	User Entry	Follow-on Entry	Plus or Minus Phase
Committed BY Our Player	Tap FOUL button	Tap PLAYER Tap RED ARROW	Minus Defend
Committed ON Our Player	Tap FOUL button	Tap PLAYER Tap GREEN ARROW Tap FIELD LOCATION to spot ball Tap PLAYER taking free kick	Plus Attack Attack
Off Sides	Tap PLAYER (to whom ball is intended)	Tap 2ND, 3RD or AIR button Tap OFFSIDES button	Minus Defend
Yellow Card	Tap SETUP	Tap YELLOW CARD Tap PLAYER	Minus Defend
Red Card	Tap SETUP	Tap RED CARD Tap PLAYER Tap new FORMATION to reflect correct # of players on the field	Minus Defend
Restarts	User Entry	Follow-on Entry	Plus or Minus Phase
Kickoff (win coin toss)	Tap GREEN ARROW (up)	Tap PLAYER Tap KICKOFF button	Attack
Kickoff Opponent	Tap RED ARROW (down)	Tap KICKOFF button	Defend
Throw-In	Tap an OUT OF BOUNDS button	Tap GREEN ARROW Tap PLAYER taking throw	Plus Attack
Throw-In Opponent	Tap an OUT OF BOUNDS button	Tap RED ARROW	Minus Defend
Corner Kick (attack third) OR 6YD Kick	Tap an END LINE button	Tap FLASHING CORNER or Tap FLASHING GOAL KICK	Attack Defend
Corner Kick Opponent (defend third) OR 6YD Kick	Tap an END LINE button	Tap FLASHING CORNER or Tap FLASHING GOAL KICK Tap PLAYER taking kick	Defend Attack

Full Features Mode (in blue type)

Plus = CREDITS Player for the Action

Minus = CHARGES Player for the Action