

# *South Carroll Cavaliers Offensive Playbook*



*Complete with Defensive Recognition, Offensive Mechanics,  
Formations and Alignments, Running Game, Passing Game with  
Protections, Goal line Offense, and Situational Offense*

## Table of

<b>Philosophy and Goals</b>	4-5
<b>Defensive Recognition</b>	6-17
<b>Offensive Mechanics</b>	18-24
<b>Formations and Alignments</b>	25-34
<b>Situational Offense</b>	35-40
<b>Running Game</b>	41-60
<b>Passing Game</b>	61-129
<b>Advanced Routes</b>	130-138
<b>Goal line Offense</b>	139-148



# South Carroll

## Offensive Philosophy

- 1) **Attitude: 110% A.A.T (at all times)**
- 2) **Spread the Field: Formations or Motion**
  - A. Forces the defense to declare their coverage and blitzes.
  - B. Easier for the Quarterback to read coverage.
  - C. Helps the run Game (5 to 6 simple plays).
  - D. Create mismatches.
- 3) **Throw to Uncovered Receivers**
  - A. By Alignment.
  - B. By Motion and Adjustment.
  - C. By Play-action.  
\*\*This forces defensive adjustments that help in protection and in running game.
- 4) **Hurt the Blitz: Recognize it – Protect it – Attack it.**
  - A. Protections must be simple (man scheme).
  - B. Attack (must have a game plan).  
EX: Sight adjustments  
Hot routes  
Bring in extra protection  
Screens
- 5) **Game Planning**
  - A. Must be able to adjust during game.
  - B. Routes must be adjustable (**Audibles by QB AND WR's**).
  - C. *Must have the right tools in the toolbox.*

# Offensive Goals

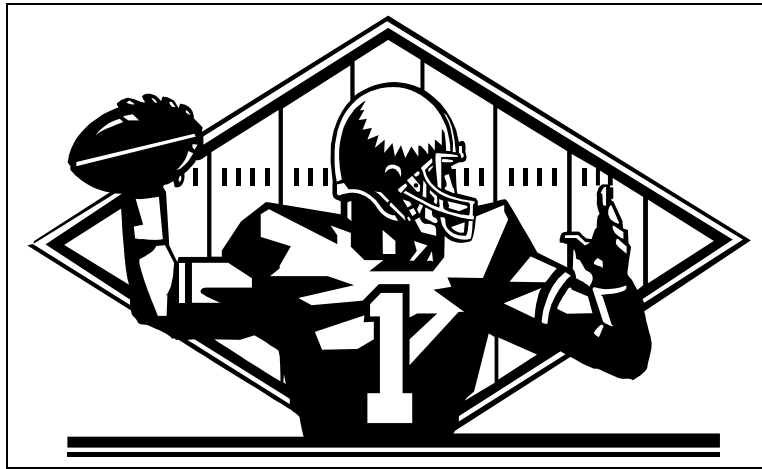
## **Offensive Goals:**

1. To outscore our opponent; this will ensure a VICTORY!
2. To score four TD's a game.
3. To out-hit and punish every defense we face.
4. To average 300 yards of total offense.
5. To be the Top offense in the MVAL.

## **Offensive Objectives:**

1. **ATTACK:** We will play a fast break, up-tempo attack. At times, we will be in a two minute mode to tire the other team and score quickly. We will force each opponent to react and adjust to our offense. We will always use intelligence and conditioning to our advantage.
2. **GAT:** We will "GET AFTER THEM!" This will be the cornerstone principle of South Carroll Football.
3. **ELIMINATION OF MISTAKES:** It's tough enough to beat your opponent, so we want to take away negative plays to ensure that we don't beat ourselves. **TURNOVER RATIO** is the number one factor in winning and losing High School football games.
4. **SCORE:** We will score first, fast, and we will finish the fourth quarter. We will maximize the Red Zone and we will take advantage of every turnover that our defense creates by scoring points.
5. **TEAM:** Foremost, we must become a true team. On and off the field, we act as one, united as a whole group, where together we can accomplish greatness.

**"Hang Loose, One of Us is Fixing to Score!"**



# South Carroll

## Offense

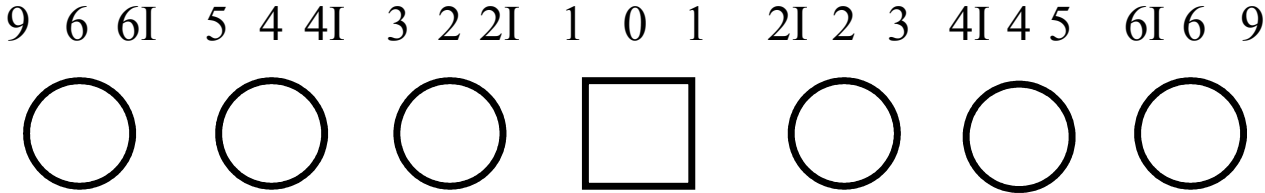
### Defensive Recognition

The first key to our success is to immediately recognize the defense. Our offense will see many defensive schemes. Some teams will prefer to play zone coverage against most of our formations. They may play a 2 deep or 3 deep zone with four or five defenders underneath. Other teams will play a man scheme against us. They will also do so from a 1 deep or 2 deep look. These teams will also blitz from all points on the field. We will see various fronts also. A majority of the time the defense will have at least 5 defenders in the box. This will include down linemen and linebackers.

For our offense to be successful it is important for our players to recognize and understand what the defense is doing. We will have tools in the toolbox for everything we will see, but we have to know what they are doing.

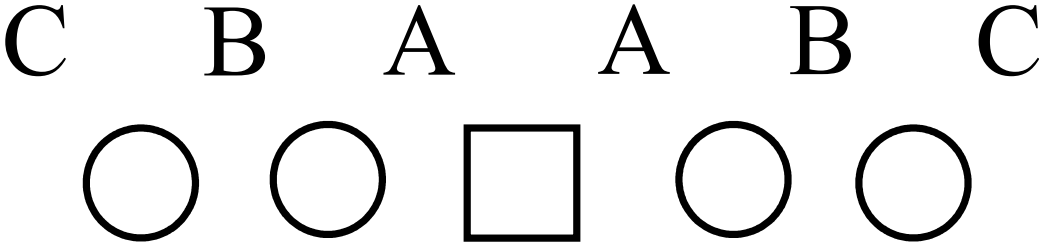
# Fronts

## Defensive Line Techniques



We label defenders on the line of scrimmage with numbers and call them “Techniques.” We identify the alignments of the defenders using their technique.

## Defensive Gaps



# Defensive Fronts

<p><u>4 - 1</u></p> <p>M</p> <p>E T T E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>	<p><u>4 - 1 Eagle</u></p> <p>M</p> <p>E T T E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>
<p><u>4 - 2</u></p> <p>M S</p> <p>E T T E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>	<p><u>50</u></p> <p>W M</p> <p>E N E S</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>
<p><u>3 - 2</u></p> <p>M S</p> <p>E N E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>	<p><u>3 - 3</u></p> <p>W M S</p> <p>E N E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>
<p><u>BEARS</u></p> <p>M</p> <p>E T N T E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>	<p><u>MINI BEARS</u></p> <p>W M S</p> <p>E N E</p> <p>○ ○ □ ○ ○</p> <p>○ ○</p>

# Coverages

We identify the defenses' coverage by first finding the safeties. We want to know if they are in a 2 deep look or in a 1 deep look. Once we have identified the safeties, we will next look at the technique of the defenders over the split ends and the wings. We will look for alignment keys. These keys allow us to determine a few basics of the coverage we will see. We should be able to determine if it is man or zone, and also where a potential blitz man happen.

## One Deep

<p><b>Cover 1</b></p>	<p><b>FS &amp; SS:</b> One deep, aligned in the middle of the field or formation, 10 yards deep, eyes on the QB. SS head up to inside of #2, 5 yards or less from LOS, eyes on #2.</p> <p><b>Corners:</b> Aligned 5 yards or less from LOS, head up or hold inside leverage, eyes on WR.</p> <p><b>Weak OLB:</b> Aligned head up or hold inside leverage on #2, 4 to 6 yards from LOS, eyes on #2.</p>
<p><b>Cover 3</b></p>	<p><b>FS &amp; SS:</b> One deep, aligned in the middle of the field or formation, 10 yards deep, eyes on the QB. SS head up to inside of #2, 5 yards or less from LOS, eyes on QB.</p> <p><b>Corners:</b> Aligned head up to outside of WR, 8 to 10 yards deep, eyes on the QB.</p> <p><b>Weak OLB:</b> Aligned head up to inside of #2, 4 to 6 yards deep, eyes on the QB.</p>
<p><b>Cover 0</b></p>	<p><b>FS &amp; SS:</b> No one deep, usually aligned 4 to 6 yards from LOS, head up to inside of #2 or #3, eyes on #2 or #3.</p> <p><b>Corners:</b> Aligned head up or hold inside leverage, 5 yards or less from the LOS, eyes on WR.</p> <p><b>Weak OLB:</b> Usually coming on a blitz.</p>

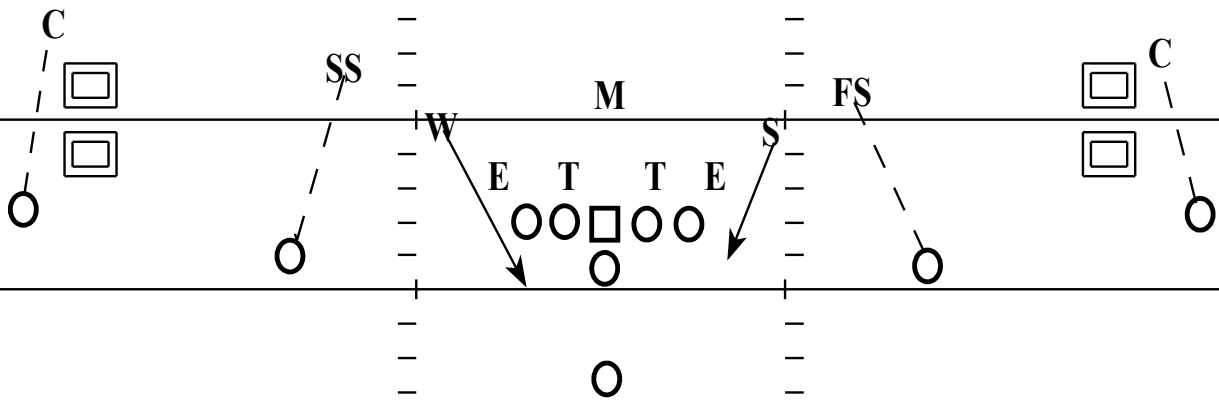
# Two Deep

<p><b>Cover 2</b></p>	<p><b>FS &amp; SS:</b> Two deep, aligned on or outside the hash, 10 yards deep, eyes on the QB.</p> <p><b>Corners:</b> Aligned 5 yards or less from LOS, head up or hold outside leverage, eyes on the QB.</p> <p><b>Weak OLB:</b> Aligned head up or hold inside leverage on #2, 4 to 6 yards deep, eyes on the QB.</p>
<p><b>Cover 4</b></p>	<p><b>FS &amp; SS:</b> Two deep, aligned 10 yards on hash, eyes on the QB. They will play deep <math>\frac{1}{4}</math>'s</p> <p><b>Corners:</b> Aligned head up to outside of WR, 5 to 8 yards deep, eyes on the QB. Usually deeper than in Cover 2.</p> <p><b>Weak OLB:</b> Aligned head up to inside of #2, 4 to 6 yards deep, eyes on the QB.</p>
<p><b>Cover 2 White (man under)</b></p>	<p><b>FS &amp; SS:</b> Two deep, aligned on or outside the hash, 10 yards deep, eyes on the QB.</p> <p><b>Corners:</b> Aligned head up or hold inside leverage, 5 yards or less from the LOS, eyes on WR.</p> <p><b>Weak OLB:</b> Aligned head up to inside of #2, 4 to 6 yards deep, eyes on #2, may be a rusher if no #2.</p>

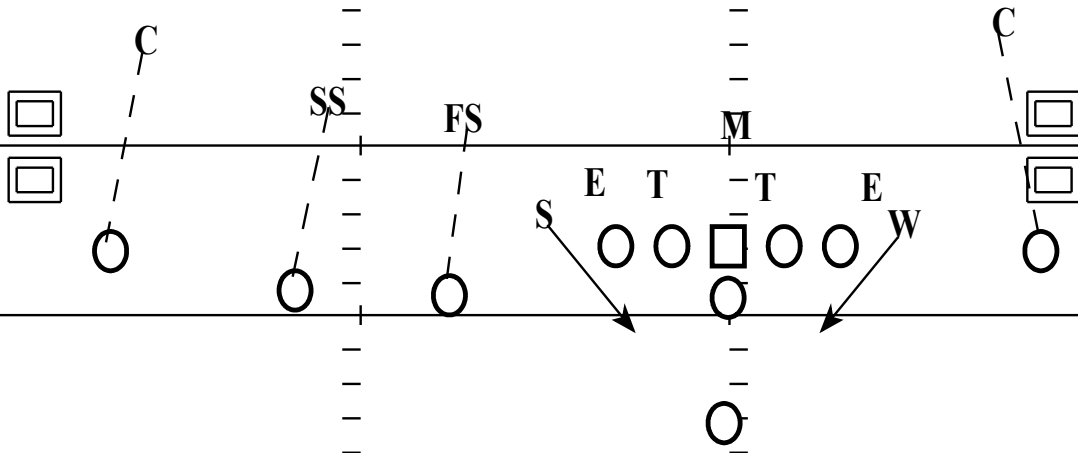
# COVER 0

This coverage is man to man. Usually both safeties will cover down for a LB who has blitzed or because of the formation. Usually no safeties deep is the base read to this coverage. The corners and safeties will both key a WR.

## DOUBLES



## TRIPS

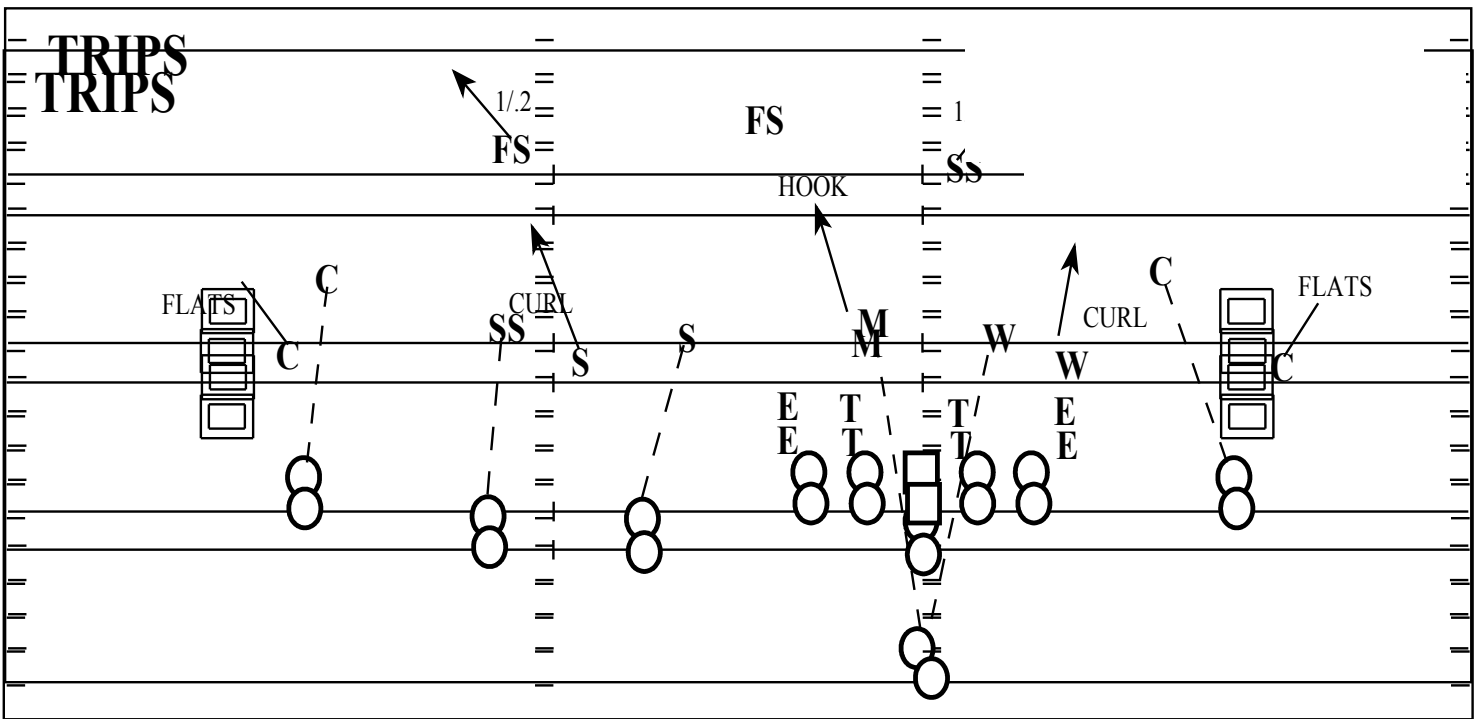
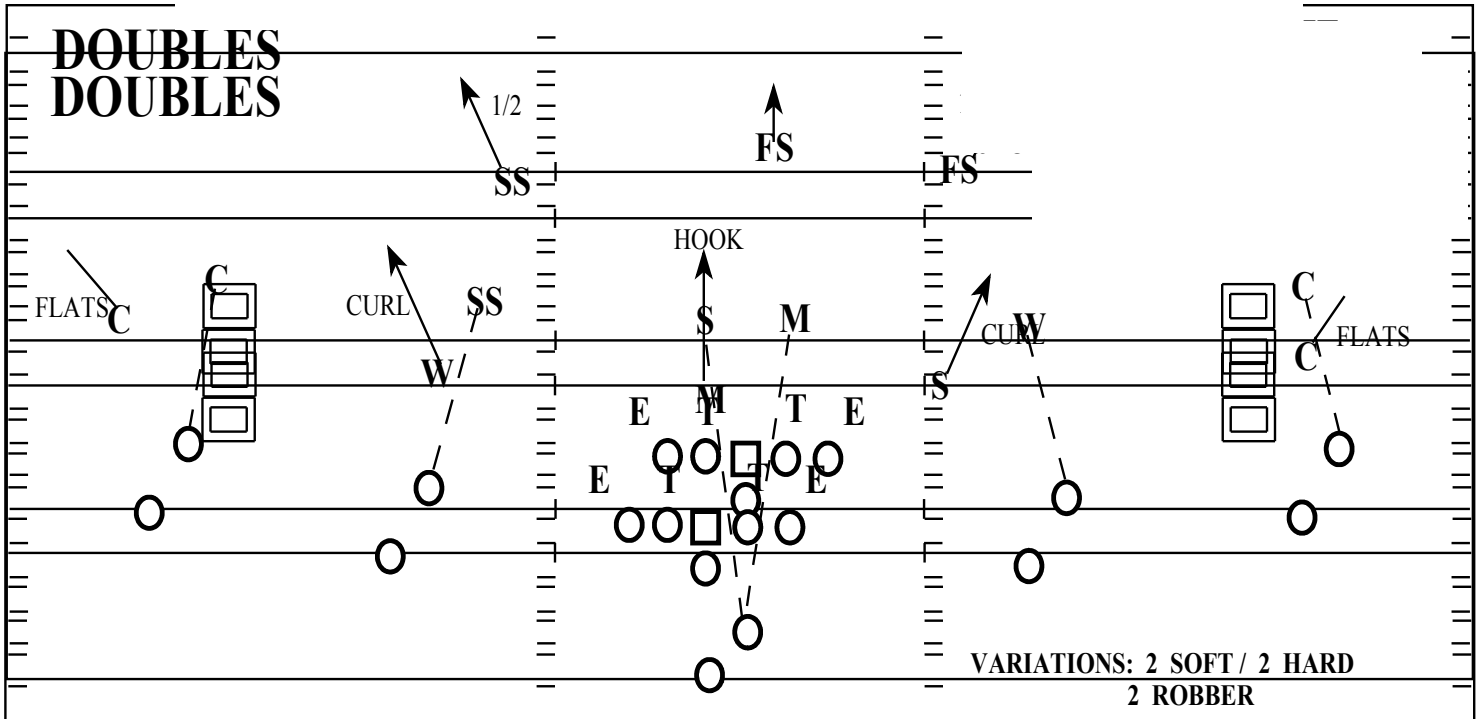


# COVER 1

# COVER 2

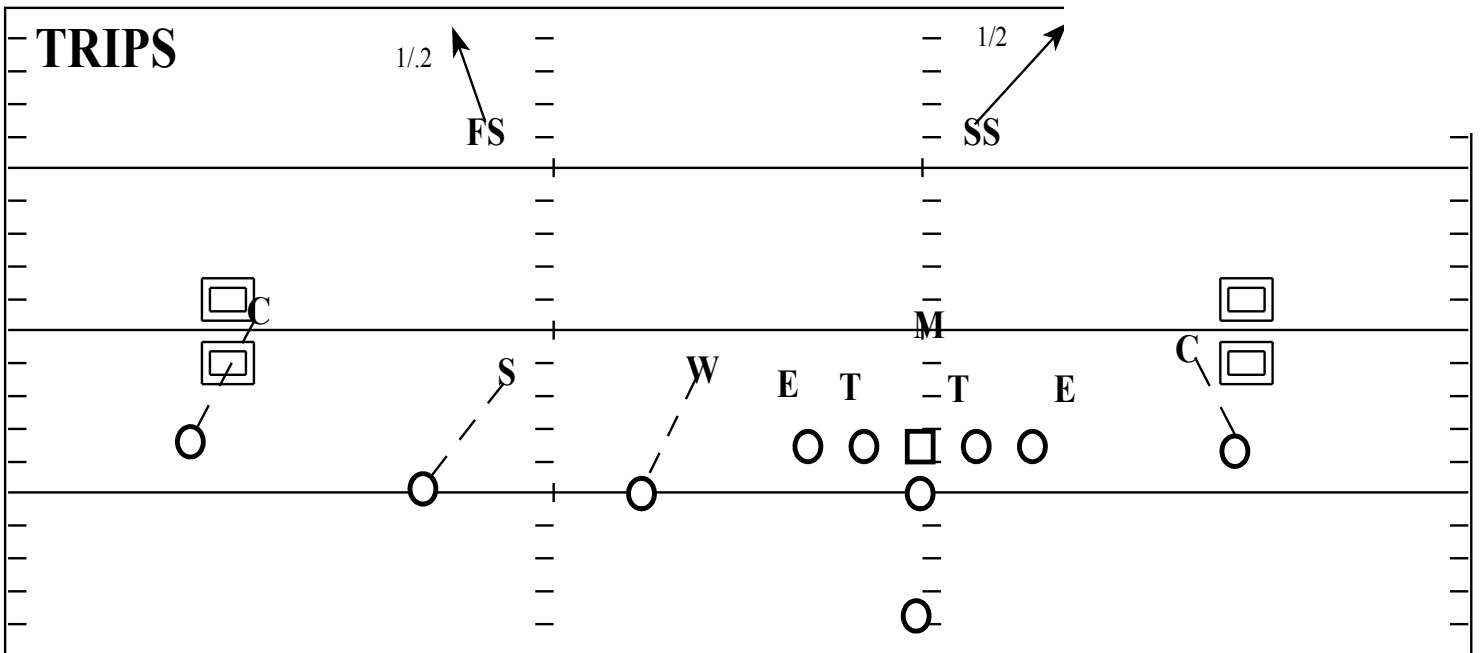
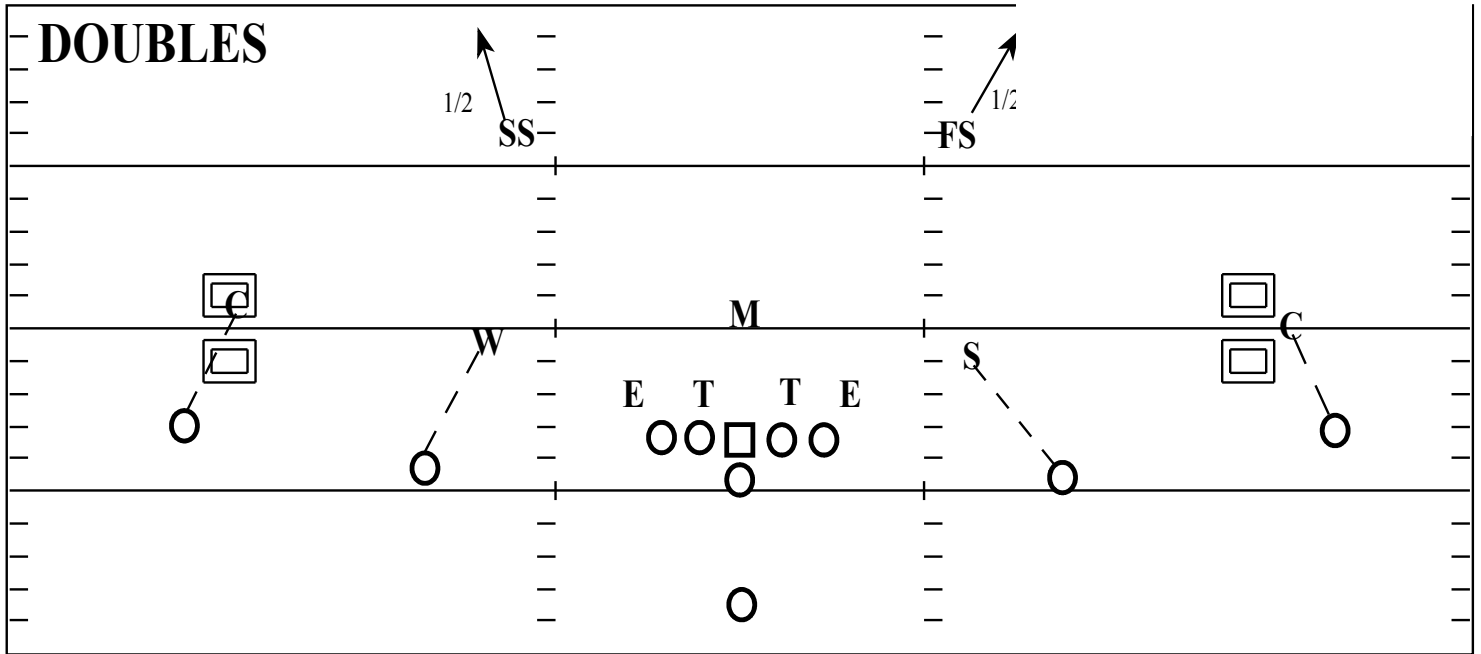
## South Carroll Part 1

This coverage is n... or down b/c of the formation or a IR has moved into the box. The will be FS deep. This coverage is a basic 2 deep zone. The base reads are depth of the safeties and technique of the corners. The safeties will be on or near the hash and the corners will be low and looking in at the QB.



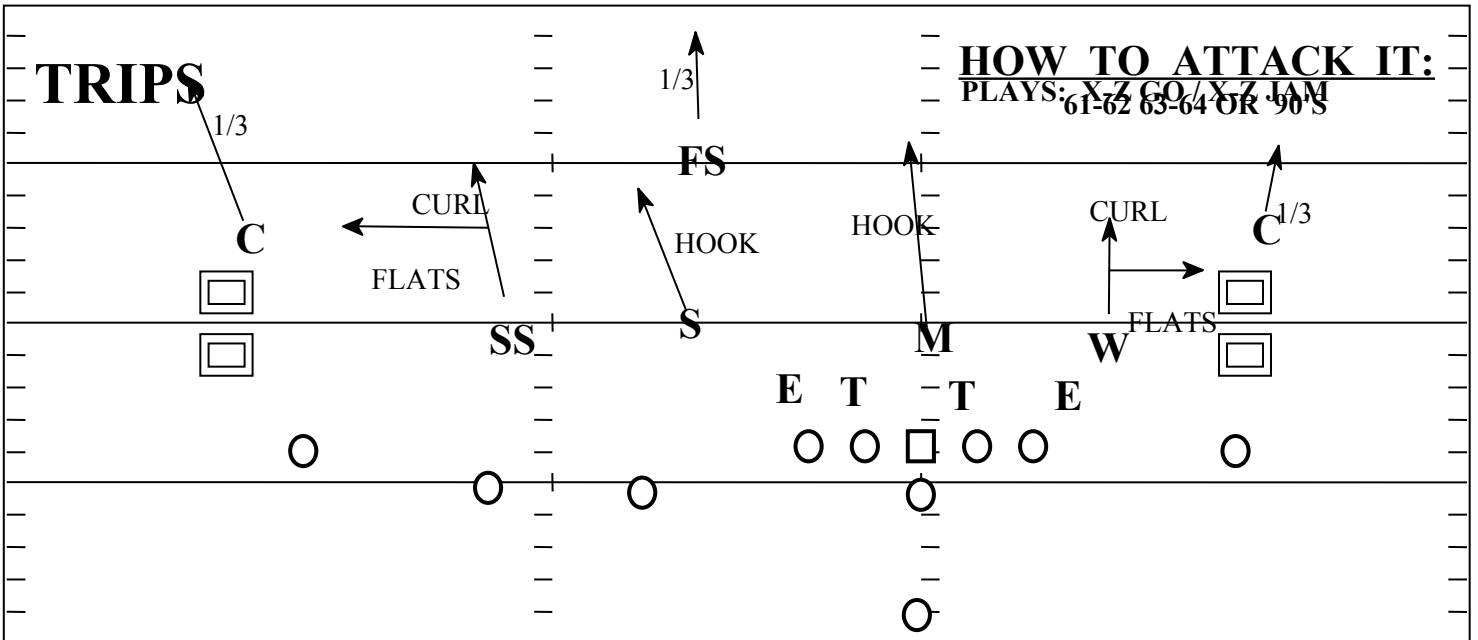
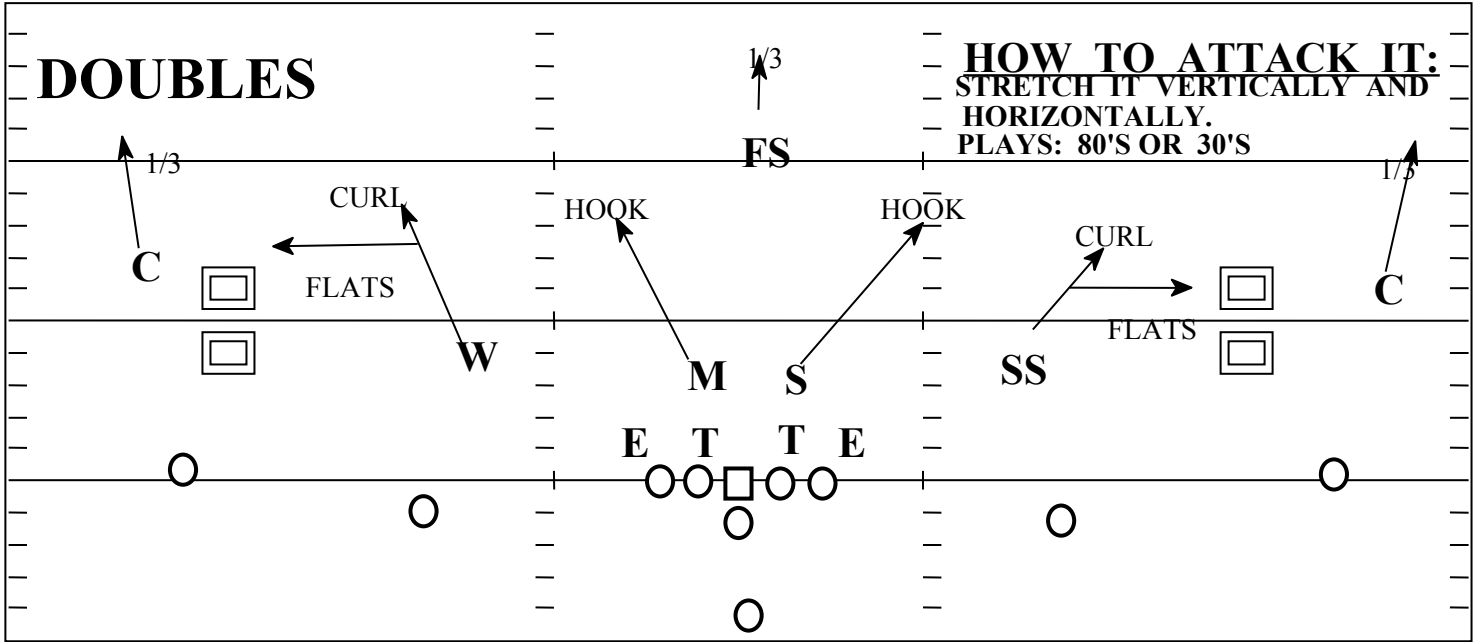
# Cover 2 White

The base read on this coverage is the two deep safeties and the man technique by the underneath coverage. The CBs and LBs will be head-up or inside of our receivers.



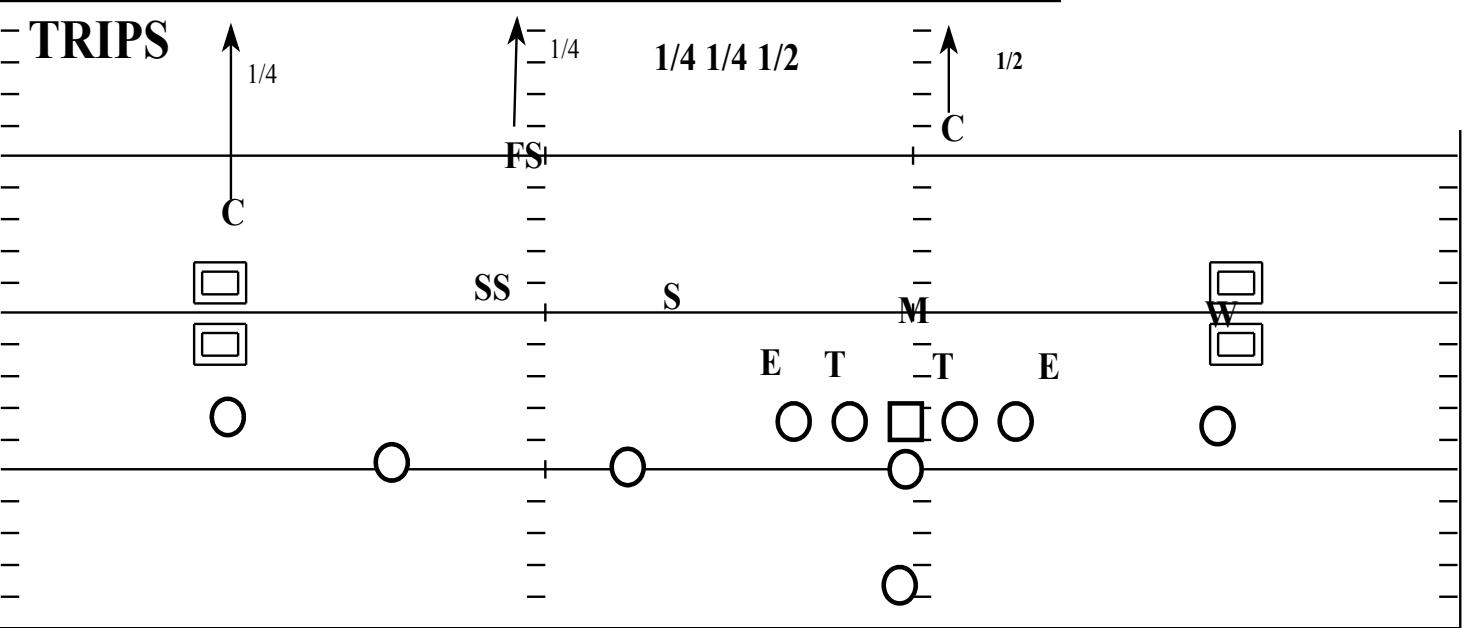
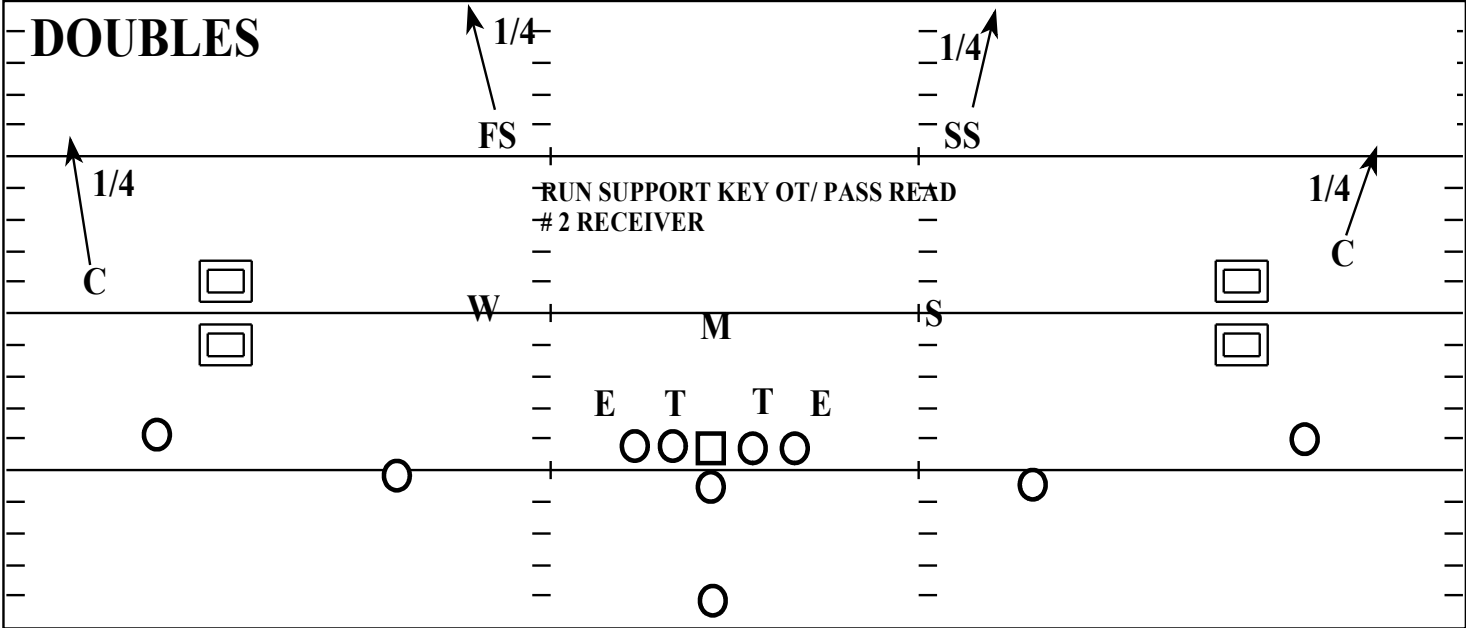
# COVER 3

One deep safety and deep corners are the key reads to this coverage. The SS covers down, this allows the defense to cover all receivers or play six in the box. The FS will align in the middle of the field or formation. The DBs will have their eyes on the QB.



# COVER 4

The depth and alignment of the corners and safeties are the key reads to this coverage. A four deep concept with the corners and safeties playing deep 1/4's and zone underneath. We will see this coverage vs. our trips.



## Defensive Terminology

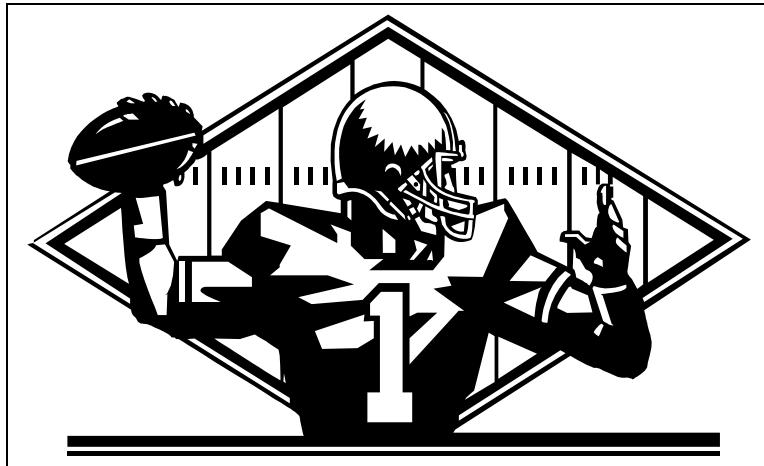
### ● **Personnel:**

- **FS-** Free Safety, plays deep in most coverage.
- **SS-** Strong Safety, will come down and cover a wing in a 1 deep look.
- **S-** Sam, strong side OLB.
- **W-** Will, weak side OLB.
- **M-** Mike, middle linebacker.
- **N-** Nickel, may be substituted for a LB in passing situations.
- **Joker-** A combination rush/drop player who plays from the edge of the defense in the nickel package, often from a 3-3 front.

### ● **Terms:**

- **Strong Side-** The side of the defenses' strength.
- **Weak Side-** The side away from the defenses' strength.
- **Front-** Down linemen and the linebacker(s).
- **Leverage-** This is where a defender aligns over a receiver.
- **Combo-** A technique in which 2 DBs in man coverage exchange responsibilities based on the receiver releases.
- **Box-** The area spanning from the line of scrimmage to seven yards deep and is from tight end to tight end wide.
- **Bracket-** Situation in which two defenders are able to double a receiver, with one on the inside and one on the outside.
- **Cloud-** Term for when a CB rotates up and has the flats.
- **Robber-** A player in coverage who is expected to play in deep coverage moves to a short zone or intermediate area late, thus "robbing" that zone.
- **Spot Drop-** Refers to a coverage technique where zone defenders drop to designated areas on the field and the find receivers from there.

- **Pattern Read-** Refers to a coverage technique where zone defenders react differently to specific releases and route combinations, more like a match-up zone.



# South Carroll

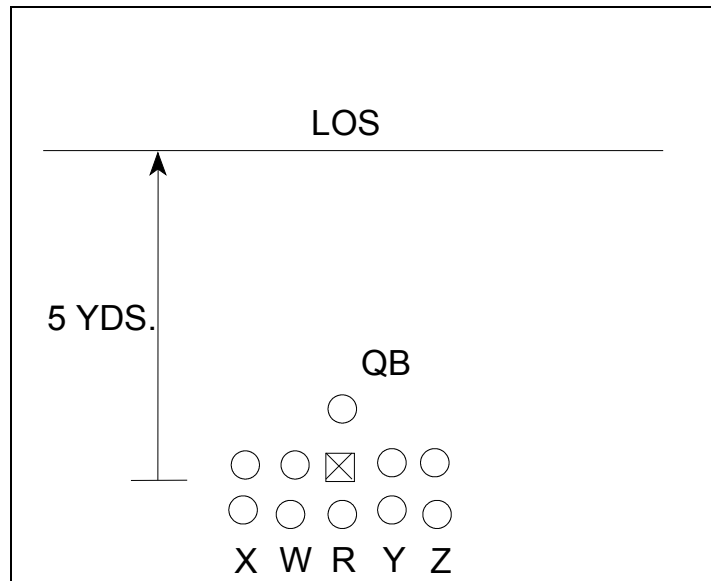
## Offense

### Offensive Mechanics

Our offense begins with Offensive Organization. With our simple organizational tools we will implement a very multiple offense. Organization is the key to our success within our system. Our mechanics are simple, yet effective. Our play calling is a simple approach that allows us to tell different players certain things to change the look we give the defense. Each player has words that affect him or himself and another player working together. We have two rules to our basic communication system.

1. **Focus Only On The Words That Affect You-** this is the key to our simple play calling, do not get caught-up by all the words in the play all, listen to only those words that speak to you.
2. **Learn To See The Big Picture-** You will master the system, you get past the stage of trying to figure out what you are supposed to do, and get to the point that you understand and can visualize the entire play and concept of the play.

## Huddle Procedure



## **HUDDLE PROCEDURE**

- Center sets the huddle 5 yards from the ball.
- Linemen will bend down slightly, with hands on knees.
- Tackles will turn in at a 45-degree angle to face the QB.
- The back line, the Receivers and R back, will stand straight up.
- As the QB steps in front of the huddle, all talking will **STOP**.
- All eyes will focus on the Quarterback's mouth.
- QB will then call the play.
- Focus only on those words and terms that specifically apply to you.
- Learn to see the **BIG PICTURE**, visualize the entire play

- When in two-minute mode, we will NOT huddle; the QB and receivers will receive the play via hand signals and a play board located on the sidelines. Lineman will hustle to the LOS and listen for the QB call.

## To the Line of Scrimmage

1. Center will set the tempo by hustling to the LOS.
2. All others will hustle to their proper alignments.
3. Repeat the play and the snap count in your head.
4. Approach the LOS with confidence.
5. Get locked into your stance, ready to explode on the snap.

## Play Calls

We will try to keep play calling very simple and short in length. We will implement two different types of play calls in our normal huddle situations. Our run game is all called by using words, i.e. the name of the play. We will also add a tag to motion on running plays. Our passing game is called using a simple numbering system. We also use words in our passing game to tag and adjust our base plays, but passing calls will always use numbers in combination with words.

## Running Game

## Basic Play Call

# Zone Right

Tells us the running play we are running.

18

Tells us the direction we are running the play to.



# Passing Game

The following is an example of one our play calls within our passing game and also an explanation of what the each word means:

## Basic Play Call

The first number indicates the protection call and the release area of the running back.

The last number indicates what concept we are running in our routes. It also indicates where the strength is located (odd = left, even = right)

→ 962

The second number indicates the formation and the series that we are running.

## Play Call With Motion and Tags

# Y MO 984 Boston Hot

↑  
Motion is first in the play

↑  
Tags or adjustments within the concept are directly after the play call.

↑  
If we want to take the RB out of the protection and hot release him into a route, that indication is last.



# Snap Count Mechanics

- I. **Offensive Cadence:** We implement a very unsophisticated cadence system in hopes that the offensive team can better concentrate on **WHAT** and **HOW** intently, rather than when they are going to do something. There is no question that concentration is a key to getting off the ball, but once the snap count is called, it must be stored in your mind and your thoughts should switch to assignment recognition and intensity. The SNAP count must be automatic! The cadence is divided into 5 Phases!
- I.1 Phase one: Quick count or First Sound snap—To keep the defense off balance we use a “First Sound” command as a quick count. The First Sound is **DOWN**.
- 1 The QB will merely call the snap as “on the First Sound” which means **DOWN**.
  - 2 Everyone must get up to the L.O.S. quickly and get set in your stance. No shifting or motion will take place when a play is called on the First Sound.  
Example: Toss Right/Toss Right – on the First Sound.
- I.2 Phase Two: Color phase
- 1 The ball can be snapped on the color is called by the QB. He merely calls the play and says “on the color”, the **second color** is used as the snap count.
  - 2 No motion or shifting
  - 3 Good to use vs. defenses that stem or jumps from defense to defense
- I.3 Phase Three: Non-rhythmic snap counts
- 1 “**Go**” is the term used as our snap count, even though the QB will call the count on 1-2-3- or 4 in the huddle.
  - 2 If called on 1, the QB will pause for at least one full second after the second color and then shout **GO**.
  - 3 If the snap count call was on 3, the QB will call **Go** 3 times on the L.O.S. and the ball is snapped accordingly.
  - 4 This phase of the cadence is non-rhythmic
- I.4 Phase Four: Repeat (second cadence)
- 1 QB will go through the cadence once, IF no one jumps offsides he starts the 2<sup>nd</sup> cadence **always on one**.
  - 2 Purpose is to try to draw the defense offsides.
  - 3 Purpose is also to help determine front and coverage.
- I.5 Phase Five: Hard Count
- 1 This is designed to specifically draw an opponent off sides.
  - 2 The Quarterback will use a non-rhythmic count.
- I.6 Phase Six: No Play – No Snap
- 1 Purpose is to try to draw the defense offsides.
  - 2 QB will call in the huddle no play, no snap. Unless the defense penetrates across the neutral zone, the ball will not be snapped.
  - 3 If movement, **QB sneak**
  - 4 If no movement, QB will either take the penalty or call time out. Depends on the situation.

II. Initiating Motion

- 2.1 Any time any category of motion is called, the snap count cannot be a phase one or phase two call.
- 2.2 The man called into motion will initiate his movement on the first color, and the QB will be responsible for controlling the distance desired.

III. Audible Mechanics

- 3.1 Basic Philosophy: We will audible **merely to get us out of a bad play**. We will **not** attempt to mastermind the game on the Line of Scrimmage with an audible. **The following are keys to look for when an audible is needed:**
  - 1 Box- Number of defenders on the defensive front.
  - 2 Side to Side- Number of defenders either side of the center.
  - 3 Personnel- Where a specific player is located.
  - 4 Looks- Specific front or coverage look.
  - 5 Any time a play is changed at the L.O.S. the snap count is automatically one.
  - 6 **\*\*Disregard the audible. QB calls the play in the huddle and then says disregard the audible. This is to keep the defense off balanced when we do and audible and when we don't.**

IV. “Check With Me” Mechanics

Basic Philosophy: “Check with me” is where we package 2 plays given in the huddle and one will be called at the L.O.S.

- 1 Example: Run Dive at the 1 tech tackle.
- 2 Color will give direction.

**DOWN – COLOR – COLOR – SET – GO – GO – GO**  
**CADENCE**

Examples:

On “Down”            Down

On One                “Down Blue – Blue, Set Go”

On Two on Two      “Down Blue – Blue, Set Go, Go”

Hard Count           “Down Blue – Blue, Set Go Go, Go, Go”

On Repeat            “Down Blue – Blue, Set Go, Go, Set Go”

# Offensive Terminology

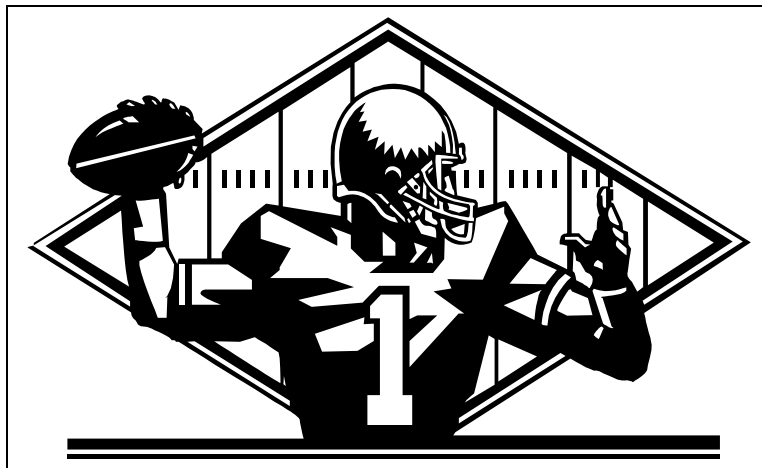
## ● **Personnel:**

- **Split Ends-** The two outside receivers in our doubles formation.
- **Wings-**The two inside receivers in our doubles formation.
- **X-** Split End on the left side.
- **W-** Wing on the left side.
- **Y-** Wing on the right side.
- **Z-** Split End on the right side.
- **R-** Running back (R-Back).
- **N-** Nickel, may be substituted for R in our No-back formations.

## ● **Terms:**

- **Wide Side (Field)-** Wide side of the field when the ball is on the hash.
- **Short Side (Boundary)-** Short side of the field when the ball is on the hash.
- **Front Side-** The side of the play.
- **Back Side-** Away from the play.
- **Split-** How far a player's alignment is from a landmark on the field.
- **Landmark-** Certain places on the field or another player on the field.
- **Trouble-** Alerts to offense to a potential blitzing player.
- **Run / Quick Check-** A packaged call where the QB is given a running play and a quick pass to choose from, he will read the front and choose the best play for the situation.
- **R.A.C.-** Run after the Catch.
- **A.M.F.-** Adios My Friend- This is for both wings and wide-outs: *if a defender is within 5 yards on hitch or out then beat him deep*. Or, if his feet do not move on your release up field, work to get over the top of the defender, make the decision at break point.

- **D.A.-** This is for wings, if the defender over you plays wide or on the snap of the ball flies out to cover the flats, show your numbers to the QB. Stay 3-4 yards from LOS.
- **Sight Adjust-** Refers to the adjustment a receiver makes when he is the “Q” Receiver, he will break off his route to a quicker to fill the void created by the blitzing player.
- **Six Second Rule-** A pre-snap rule for the QB, WRs, and RB, in which they mentally go through their respective assignments on the upcoming play.



# South Carroll

## Offense

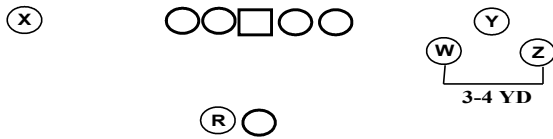
### Formations and Motions

One of the defining characteristics of our offense is that we are a very MULTIPLE formation and motion offense. This allows us to gain better angles and leverage

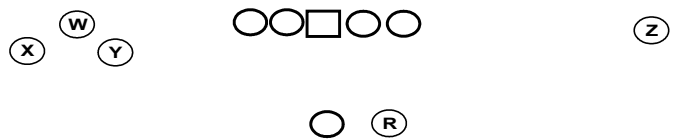


**CLUSTER RIGHT**

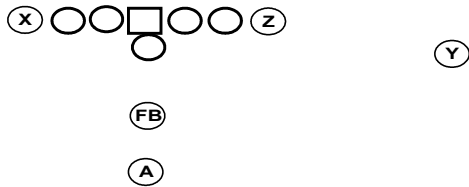
SQUEEZE ALIGNMENT  
Y ALIGNS 4-5 YD FROM  
TACKLE



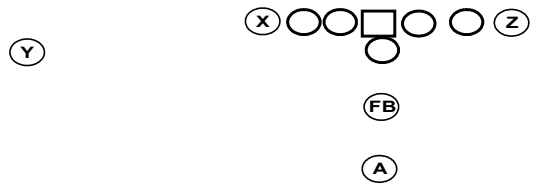
**CLUSTER LEFT**



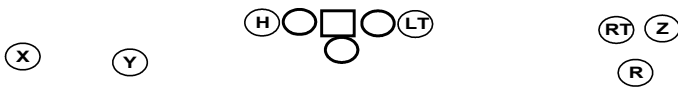
**ROY**



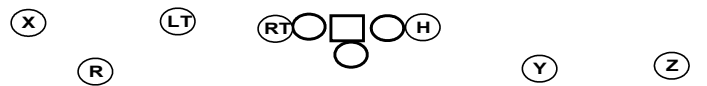
**LEE**



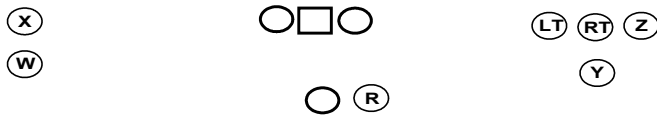
**CIRCUS RT**  
UNBALANCED



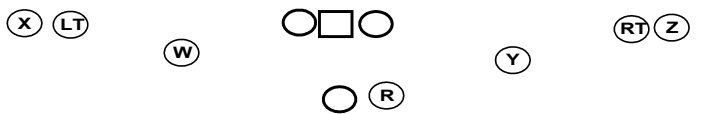
**CIRCUS LT SPREAD**  
UNBALANCED



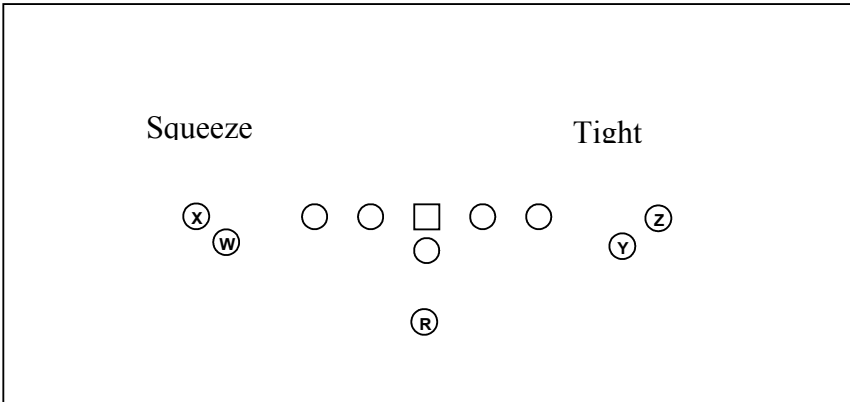
**GATOR**



**COUGAR**

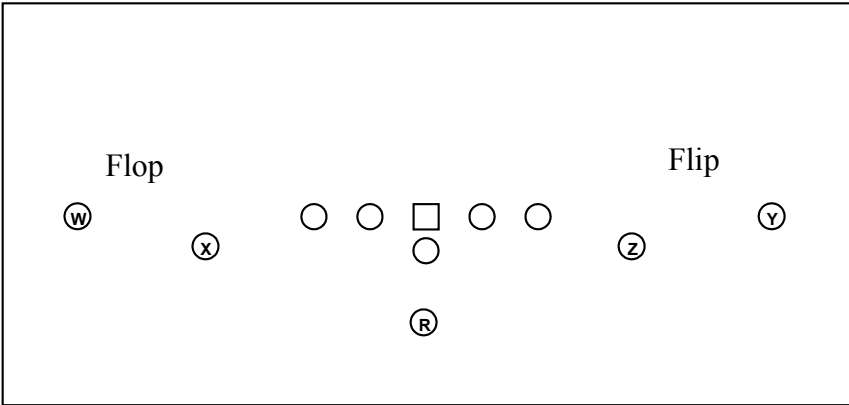


# Formation Adjustments



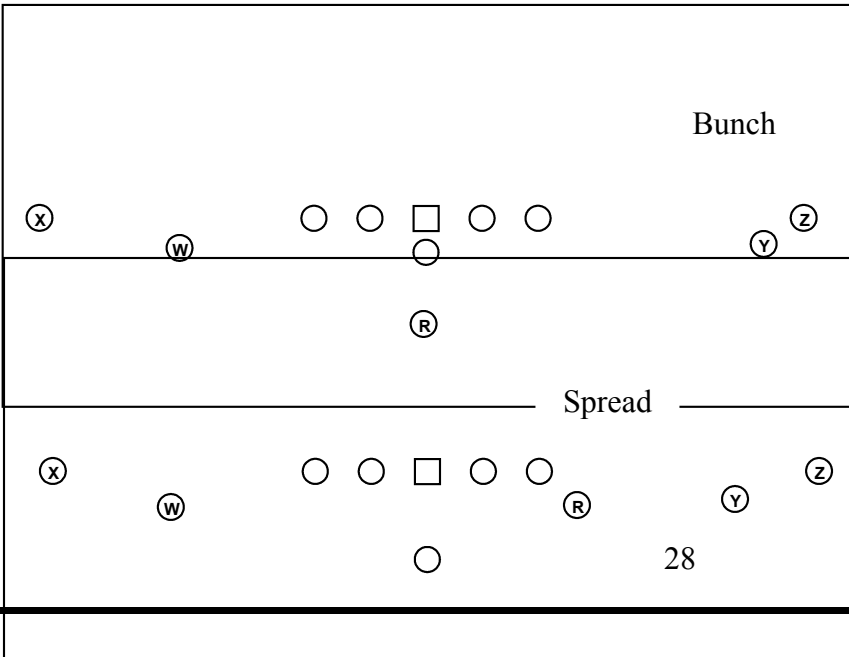
**Tight-** Tells the front-side SE to cut down his split to 7 yards from the tackle.

**Squeeze-** Tells the back-side SE to cut his split down to 7 yards from the tackle.



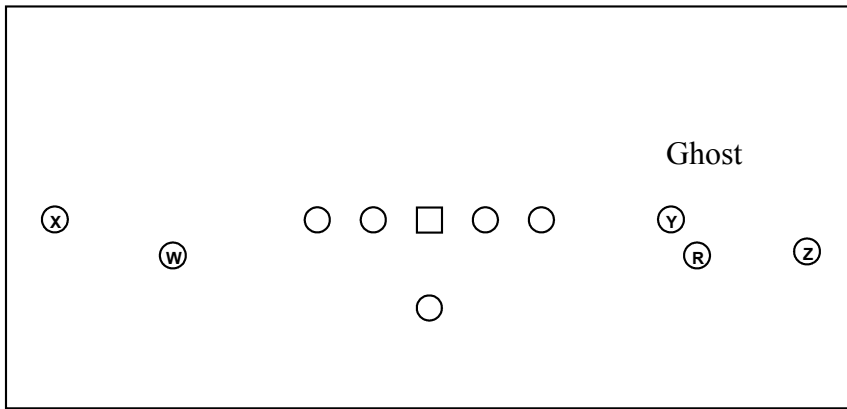
**Flip-** Tells the Z and Y to switch positions on this play.

**Flip-** Tells W and X to switch positions on this play.

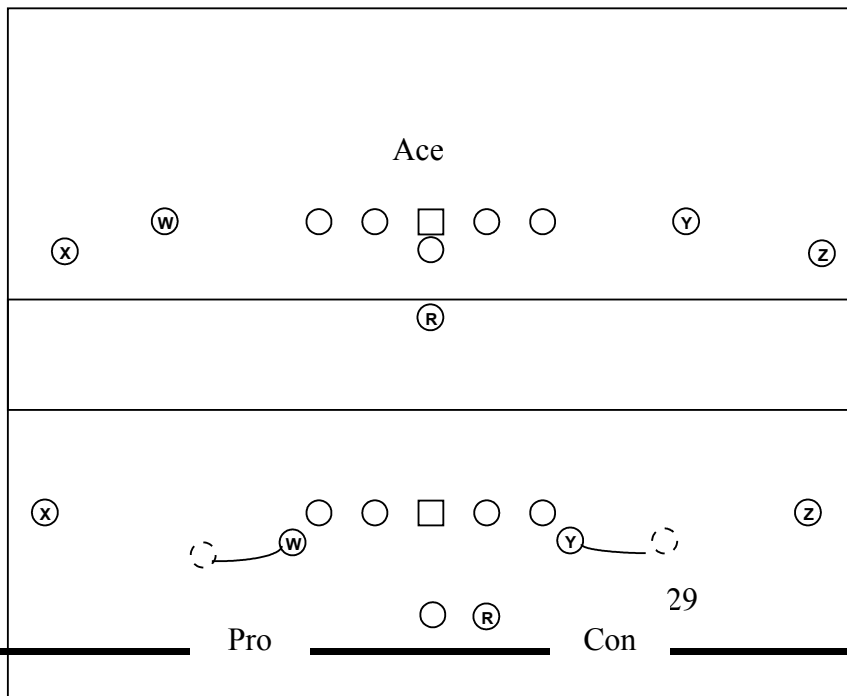


**Bunch-** Tells the Wing to align 1 yard from the SE. This can apply to the front-side or the back side or both of any play. This will be game planned.

**Spread-** Tells the R-back to align 1 by 1 off the front-side tackle.



**Ghost-** Tells the R-back to align out of the backfield in a position that will allow him to get into his route.



**Ace-** Tells the WB's to be on the line of scrimmage and the SE's to be off. This can be front-side, back-side, or both.

**Pro and Con-** Tells the WB to align one-by-one off the tackle. He will check release from there. He is responsible for the OLB over him if he blitzes. Pro tells W to move, Con tells Y to move. The R-back will align away from the call.

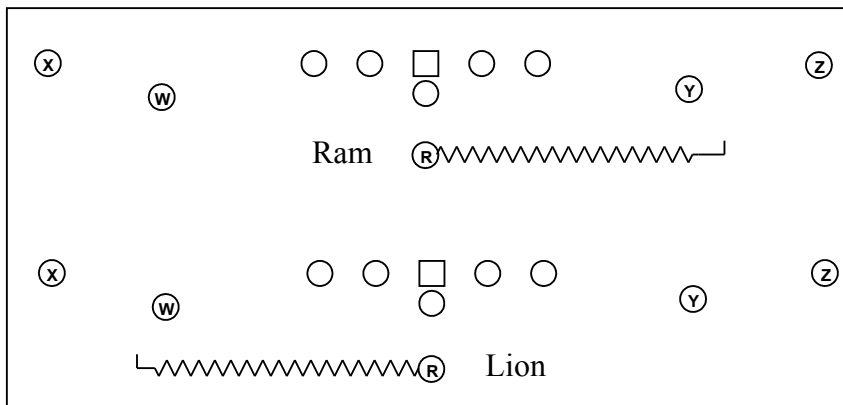


# Motions

Motion is the second part of how we want to align before we want the ball snapped. We use motion in our offense for specific, defined purposes some of which include:

1. To disguise our intentions/delay defensive recognition
2. To gain a blocker at the point of attack
3. To create personnel advantages
4. To force the pass coverage to declare man or zone
5. To create coverage problems or checks
6. To force the coverage to bump, changing personnel and alignment
7. To help circumvent the jam

The basics of our motions will be first in the play call. A player and a type of motion will be the few words before the play call. We will designate WHO we want to be in motion and we will designate WHAT type of motion we want. The QB will control final destination with the snap count. It is vital to our offense that our WRs, RBs, and QBs know who has to be on the line of scrimmage and who has to be off.

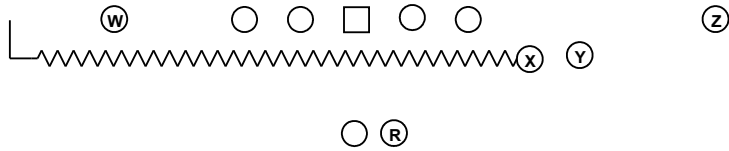


**Ram-** Tells the RB to motion to the right. His destination will vary according to his route and play call.

**Lion-** Tells the RB to motion to the left. His destination will vary according to his route and the play call.

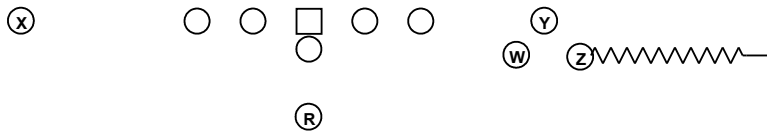
Ex.- X Mo, 39

X lines up in trips and motion to his normal split, then runs a vertical



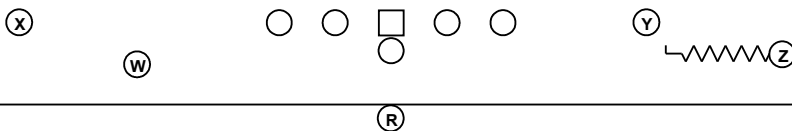
**Player Specific-** This is the most basic motion. A certain player will be given a motion call. He will align away from his normal alignment and motion to his normal split according to the play call.

Z Out



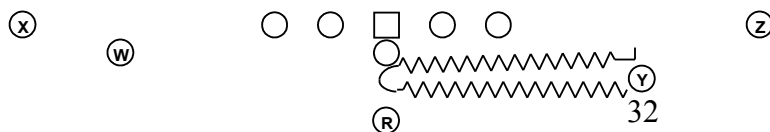
**Out-** Tells a player to align next to the nearest person inside of him. He will then motion out to his normal alignment according to the play call.

Z In



**In-** Tells a player to align wide and motion in toward the formation, he will not cross another player.

Y Trace



**Trace-** Tells a player to motion in until he reaches the center then turn and retrace his step returning to his original position.

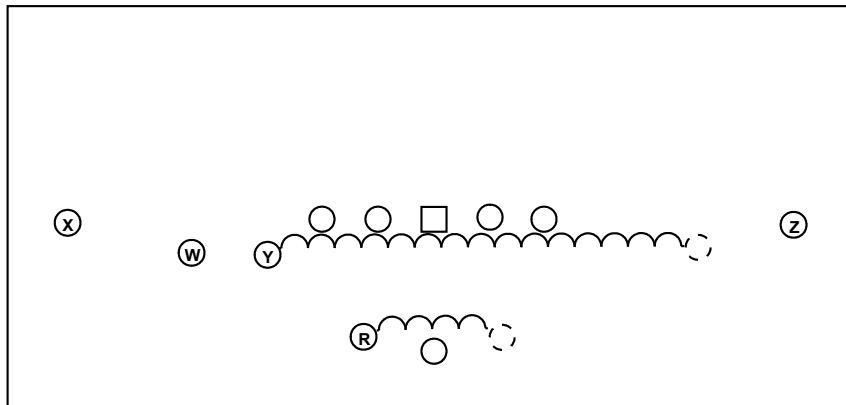
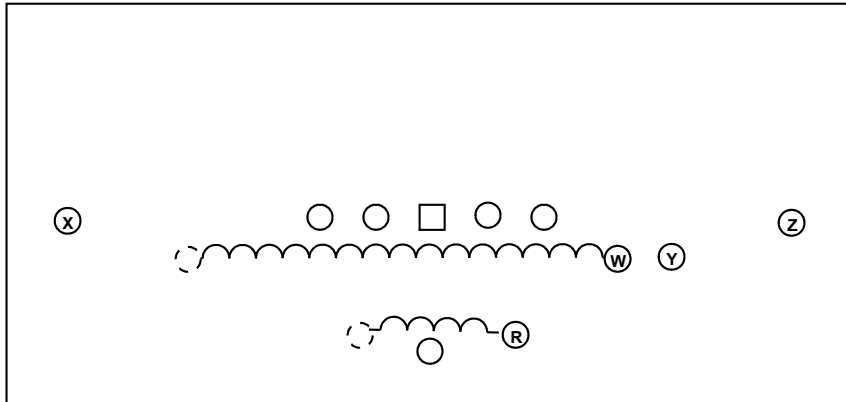


# Shifts

Shifting is a type of motion we will use to change our alignments before the ball is snapped. Shifts and Motions are different because when shifting, all players will reset before the ball is snapped. We use shifts in our offense for specific, defined purposes some of which include:

1. To disguise our intentions/delay defensive recognition
2. To create personnel advantages
3. To create coverage problems or checks
4. To force the coverage to bump, changing personnel and alignment

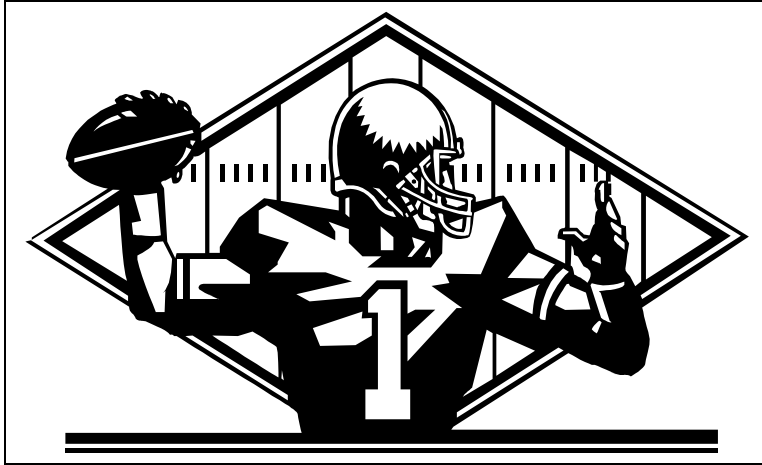
The basics of our shifts, like our motions, will be first in the play call. All shift are player specific. We will designate WHO we want shift and WHAT shift we want. The QB will control when he wants the shift. It is vital to our offense that our WRs, RBs, and QBs know who will be shifting their alignments on each call.



## **W Stem / Y Stem-**

W Stem- Tells W to align away from the formation call and then shift to his alignment. R will do so also.

Y Stem- Tells Y to align away from the formation call and then shift to his alignment. R will do so also.



## **South Carroll**

### Offense

### **Situational Offense**

A great thing about our offense is that we can use our base system in situations that other teams may go into their 2-minute offense. We feel we can score using our base passing game with 2 minutes left, or by using a two-minute look at ANY point and for ANY length in the game. Situational football is a key to success as an offense. Utilizing this mindset, we can use the clock to OUR advantage when we are ahead, and can also score in very short amounts of time from great distances.

# ONE-MINUTE OFFENSE

Our one-minute offense is designed to move the ball quickly down field and enable our offense to score either a touchdown or field goal. In order for our offense to operate efficiently we must all be on the same page and know the situation.

A “MAYDAY” call puts us in our one-minute offense. The basic formation is Doubles, or Trips to the wide side of the field. The QB will call out the play, and then proceed into the cadence. The cadence will be “Set Go.”

Anytime we want to stop the clock, we will call Kill, Kill—the ball will be snapped on Go. QB throws ball to the ground behind LOS.

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## FINAL SECOND PLAN

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1. Last play Hail Mary with more than 25 yards to go. QB must throw the ball high and to the end zone. (DO NOT OVERTHROW)
2. QB—NO sack—put the ball up.
3. Receivers align to doubles formation. (Possible use of motion to allow for easier release)
4. Receivers be alert for laterals or tips.
5. Linemen will be in 3-point stance with narrower splits.
6. If field goal wins, field goal team must be alert if no time outs are left. (If NOT on field goal team you SPRINT off the field.)
7. Maintain pose. (Many games have been WON on the last play.)

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## PRACTICE TIME FOR FINAL SECONDS

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1. Every Thursday.
2. Substitute from sideline.
3. Proper Personnel.
4. Use opponents defense, allow advancement of the ball (BUILD CONFIDENCE)
5. Create the situation you want, hash mark, down the distance, number of time outs left, time left.
6. Automatic call for all blitzes—maximum protection.
7. DO NOT burden the offense with more plays than you can practice effectively.

Our one-minute offense concerns itself with two areas:

1. Saving time on the clock if tied or behind.
2. Wasting time on the clock if ahead during final minutes.

Our ability to function smoothly and efficiently in these time periods can have a great effect on our season. Knowledge of the rules as they apply to the game clock is the single most important factor in this phase of the game.

The wise use of time-outs is the first factor to be considered. Each team is allowed three (3) time-outs per half. It is imperative that we do not use any of our time-outs unnecessarily during the normal course of the game. If at all possible, we would like to have all three of our time-outs available for our two-minute offense.

I. The Game Clock Stops:

- A. When time-out is called by an official
- B. On an incomplete pass
- C. When ball carrier goes out of bounds
- D. During administration of a penalty
- E. While chain gang measures for a first down
- F. When we make a first down
- G. When a fair catch is made on a punt
- H. After kickoff which goes out of end zone

II. The Game Clock Starts:

- A. When ball is legally touched on a kickoff
- B. With the snap of the ball
  1. After a time-out
  2. After an incomplete pass
  3. After ball carrier has gone out of bounds
  4. After kickoff out of end zone
  5. On exchange of possession
- C. With referee's whistle indicating ball is ready
  1. After measurement for a first down
  2. After chains have been advanced
  3. After administration of a penalty

## OUR ONE-MINUTE OFFENSIVE PLAN WHEN WE ARE AHEAD

### GENERAL POINTERS OF IMPORTANCE FOR QB'S AND ALL OFFENSIVE PLAYERS

1. Do not call a time out.
2. Use close to the full 25 seconds on each play if the clock is running. But do not cut it so close that you risk a clock-stopping penalty.
3. Runners and receivers stay in bounds.
4. Ball carriers should over protect the ball. Cover it with two hands and do not be too intense in fighting for extra yardage thereby allowing more defensive players a shot at you and at the ball. REMEMBER!!! The defense is going to be going after the ball!
5. If there are less than 25 seconds remaining allow the clock to run down without leaving the huddle.
6. Do not incur a penalty. It stops the clock.
7. Injuries happen, but if you are injured try to get off the field under your own power. If you remain on the ground the clock will be stopped. If at all possible we want to avoid this happening.

### FORMULA FOR USING MAXIMUM TIME IN LAST 1 MINUTE

There are two Tables shown on this page, which help to illustrate the time, which can be “burned.” These Tables are based on factors, which involve three variables:

1. The down
2. The time remaining
3. The number of time outs still available to our opponents

Table I shows the situations in which you merely need to kneel down. In actuality the factors are shown in the purest form since the Table is constructed with no time being used for the actual running of the QB Kneel play. (Victory Play)

Table II shows the time you can realistically expect to use when we run a play, which in itself is designed to consume time. These would not be QB Kneel plays. The basic assumption is that you can use five seconds in actually running a play when our opponents call a time out immediately upon tackling the ball carrier. When the opponents have no time outs remaining, we feel we use 10 seconds (5 seconds to run the play and 5 seconds to unpile) for east first, second, and third down play. Fourth down would still be a 5-second play.

**Table I: QB KNEEL**

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	<b>NO TIME OUTS</b>	<b>ONE TIME OUT REMAINING</b>	<b>TWO TIMEOUTS REMAIN</b>	<b>THREE TIME OUTS REMAIN</b>
1 <sup>ST</sup> DOWN	1:25	: 55	: 25	
2 <sup>ND</sup> DOWN	0:55	: 25		
3 <sup>RD</sup> DOWN	: 25			
4 <sup>TH</sup> DOWN				

**Table II: TIME WHICH WE SHOULD BE ABLE TO KILL**

	<b>NO TIME OUTS</b>	<b>ONE TIME OUT REMAINING</b>	<b>TWO TIMEOUTS REMAIN</b>	<b>THREE TIME OUTS REMAIN</b>
1 <sup>ST</sup> DOWN	1:35	1:15	: 45	: 20
2 <sup>ND</sup> DOWN	1:05	: 45	: 15	: 15
3 <sup>RD</sup> DOWN	: 25	: 10	: 10	: 10
4 <sup>TH</sup> DOWN	:05	:05	:05	:05

1. Requires using 5 seconds per play when a time out remains.
2. Requires using 10 seconds per play when no time outs remain.

# Last Plays of Game

