

96

Rice

Spread Option

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SNAP COUNT

1. "DOWN" - Ball is snapped at the first sound on the D in "Down".
Example - "DOWN".
2. "SET" - Ball is snapped after the down on "Set".
Example - "DOWN" - (pause) "SET"
3. "ONE"
All alerts and checks and any other play the QB wants will go on this snap count. To run the play we called in the huddle, the QB will say, "Down .. Set .. HiKe." If he said, "Opposite, Opposite" or "15-15," we'd forget the huddle call and run what the QB said at the LOS.
Example - "DOWN 15-15 .. SET .. HIKE."
4. "TWO"
Much like "Set" this snap count is to slow down and get the defense off balance...Remember we are anticipating them to jump offense, so wait for your QB. If they jump, QB be ready to use a fast second HIKE to catch them in the neutral zone.
Example - "DOWN...SET...HIKE.HIKE"
5. "EASY-EASY" QB's way of getting out of "Down" snap count.
6. "HURRY-HURRY" This is a term the QB will use when we've broken the huddle and there is 10 seconds or less on the 25 second clock. QB will yell "Hurry - Hurry - Hurry" to the other 10 players who must hustle and get set. The QB will now snap the ball on "DOWN SET".
7. 2 MINUTE SNAP COUNT IS "DOWN SET".

CHANGING THE PLAY AT THE LOS

I. "ALERTS" - Term used in the huddle to alert the offense that we may go to the same play called in the huddle but to the opposite side.

Example - "14 ALERT"

QB says "DOWN OPPOSITE - OPPOSITE - SET - HIKE"...we run 15 instead of 14.
Ball always snapped on "ONE" when we have an Alert called.

II. "CHECKS" - Term used in the huddle to alert the offense that we may go to a different play than the one we called in the huddle.

Example - "18 ✓ 14"

We want to run 18 but QB sees it won't be successful so QB would say: "DOWN 14-14
SET HIKE" - the players would now run 14. Ball always snapped on "ONE".

SERIES NUMBERING

8-9

Lead Option; Fullback arc blocks

TEENS

- 10-11 Inside Veer, zone scheme arc block the perimeter
- ~~10-11~~ Load Inside Veer, zone scheme, HB loads DE
- 12-13 S Inside Veer, veer scheme HB blocks near Safety
- 14-15 Inside Veer, back block LB'er
- 14-15 H Seal Inside Veer, load scheme
- ~~16-17~~ ~~Outside-Veer~~
- 18-19 Double Options
- 18-19 S Double Option; EB and FST zone the Tackle and LBer. HB blocks near safety.
- 18-19 S Double Option; Playside HB 5 blocks LB; QB pitches off 1st DB
- 18-19 Block Double Option; Tight End block 6-7-9 technique. QB pitches off Corner
- 18-19 H Reverse to Wide Receiver off 18-19 look
- 18-19 Block GH Outside Load Option; guard pulls
- ~~18-19~~ ~~Down GH~~ Outside-Lead Option; guard pulls
- ~~20's~~
- 20-21 8 Man Front counter dive
- 22-23 7 Man Front counter dive
- 24-25 Mid-direction counter ISO off option look
- 28-29 Counter Sweep mis-direction off option look

30's

- 30-31 Base Fullback dive vs. 7 Man Front
- 30-31 Midline Triple Option
- ~~30-31~~ ~~Are~~ ~~QB~~ ~~pitches~~ ~~off~~ ~~Defensive~~ ~~End~~ Midline Option; QB pitches off Defensive End
- 30-31 Load Midline Option; QB pitches off 1st Defensive Back. Playside HB load the end.
- 32-33 Lead FB, ISO play
- 38-39 Midline Option; QB pitches off Defensive End; no Fullback read
- 38-39 Load Midline Option; QB pitches off 1st Defensive Back; no Fullback read
- 38-39 Block Midline Option; QB pitches off 1st Defensive Back; no Fullback read

~~80-70 Fan~~ Fullback run; ISO on the 50 Nose Guard

40's

Open Series

50's/60's

Half Sprint Pass Action to B gap

70's/80's

Full sprint passing game; QB breaks contain

90's

3 step passing game; 114 Protection

30-31 Pass

Play Action off mid-line option look

110-111

Frontside Play Action Pass; FSHB releases; man frontside - turnback
backside

114-115

Frontside Play Action Pass; all backs frontside; full turnback

124-125

Counter ISO; dropback - play action behind Center

24-25 Bootleg

Mis-direction Play Action off 24-25 look to TE side

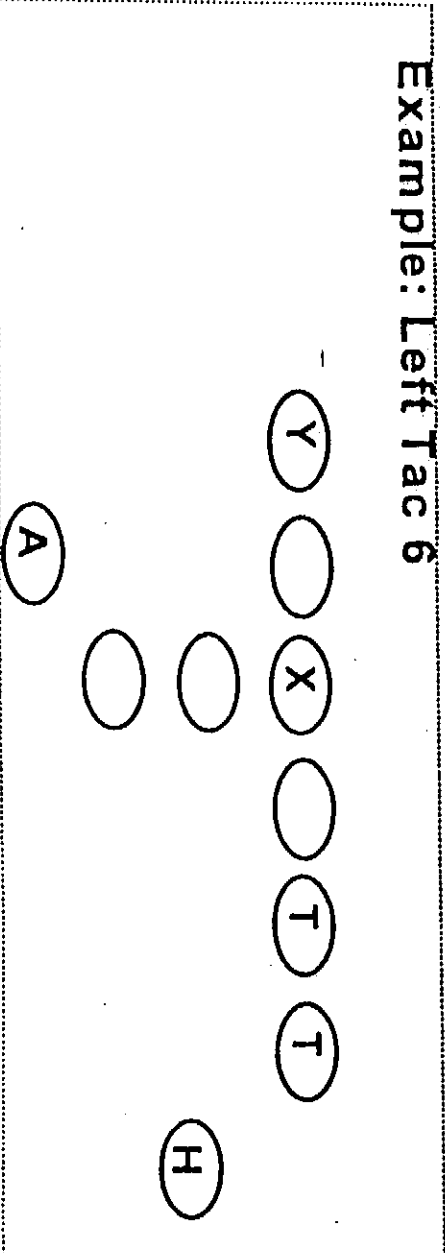
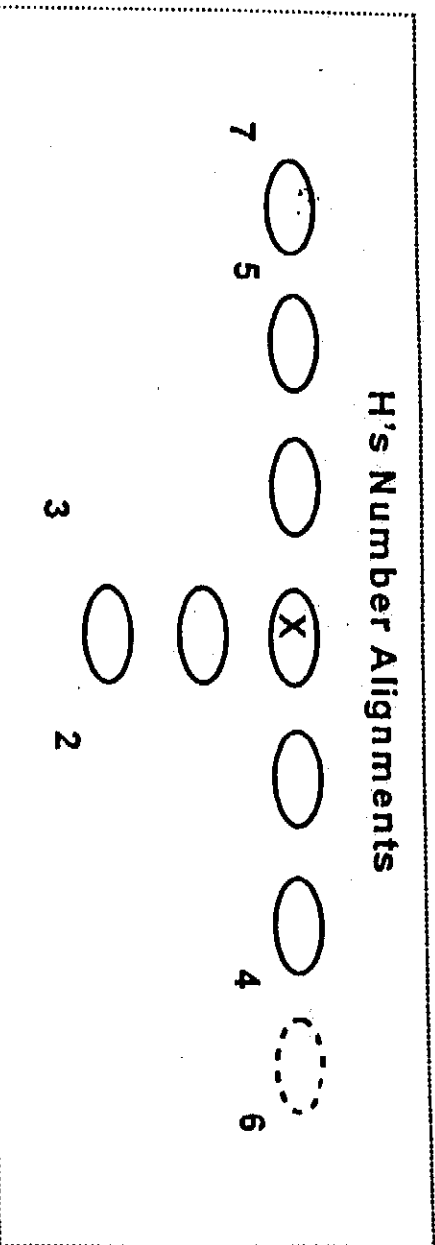
24-25 Waggle (Run)

Mis-direction Play Action off 24-25

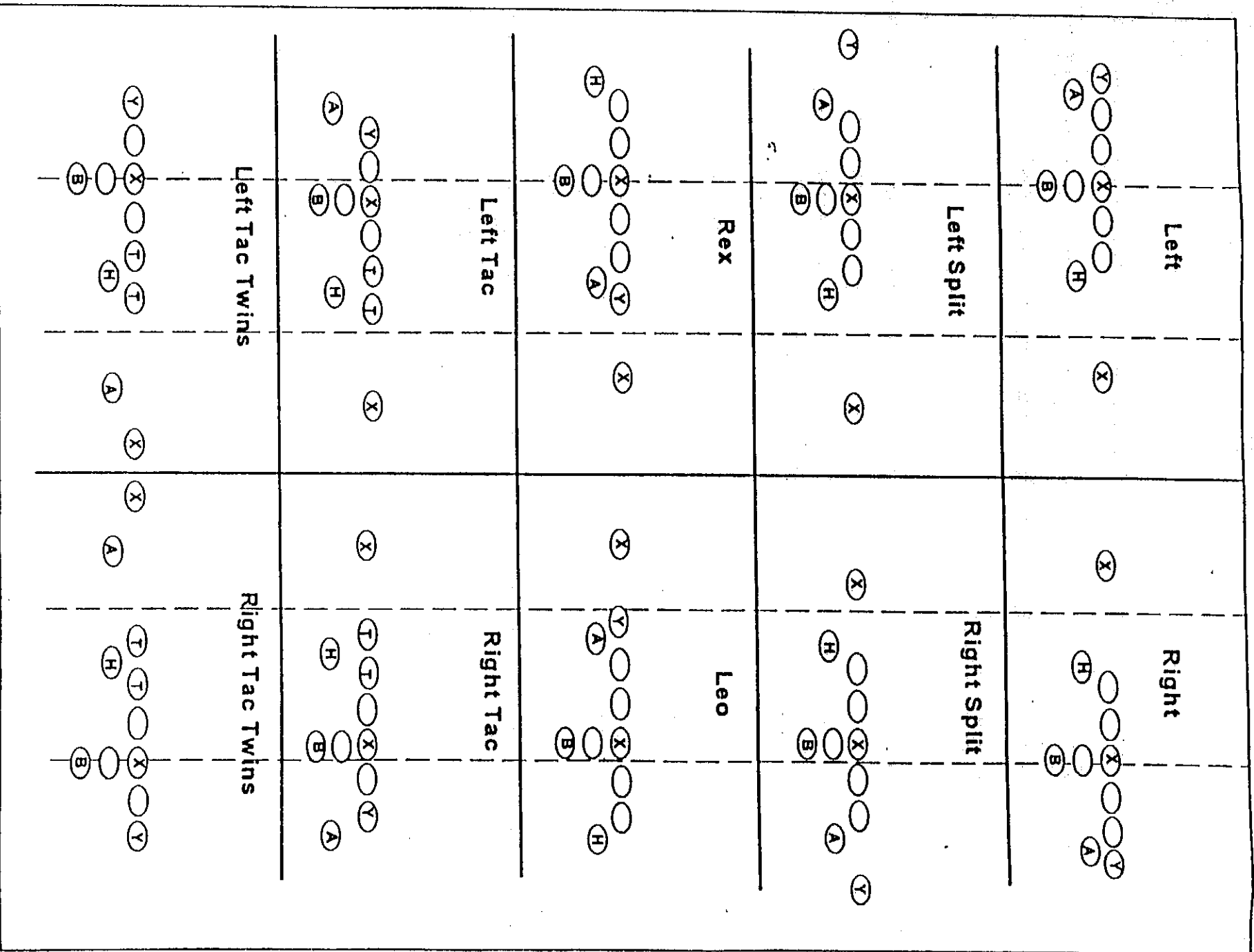
FORMATIONS

- 80% of our plays called will come from about three formations: Left, Left Split, and Rex. The other formations are done by game plan to soften the secondary support or to gain a personnel advantage.
- We've added numbers to give us less words in the huddle and to create even more flexibility. The Tight End will always go to the call unless he hears "Over," then he goes opposite the call. The A Back always goes to the formation call unless we add the term "Trips," "Pick," "Twins," "Falcon," or a number.
- If a number is used, the H Back will line up behind the hole number (even to the right, odd to the left). The A Back will always line up in the Bone look on the side opposite the H.

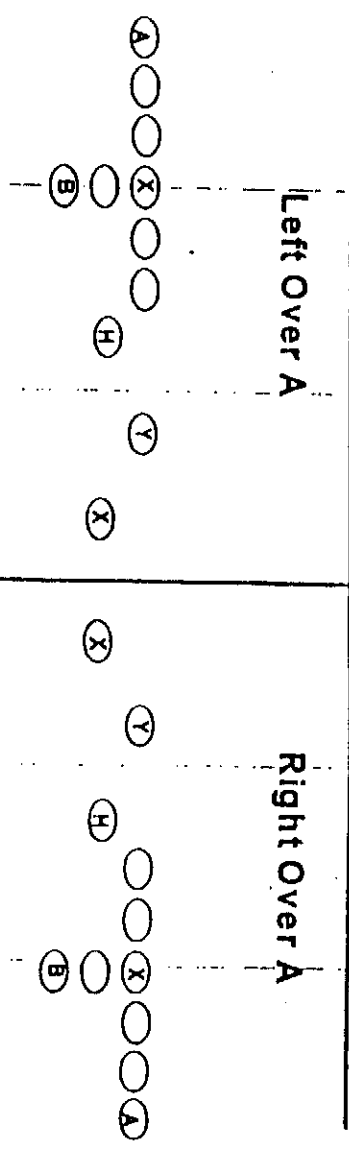
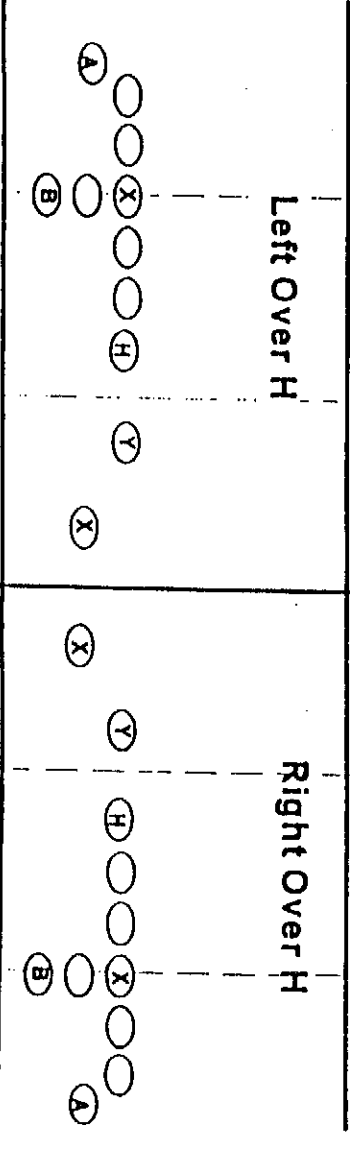
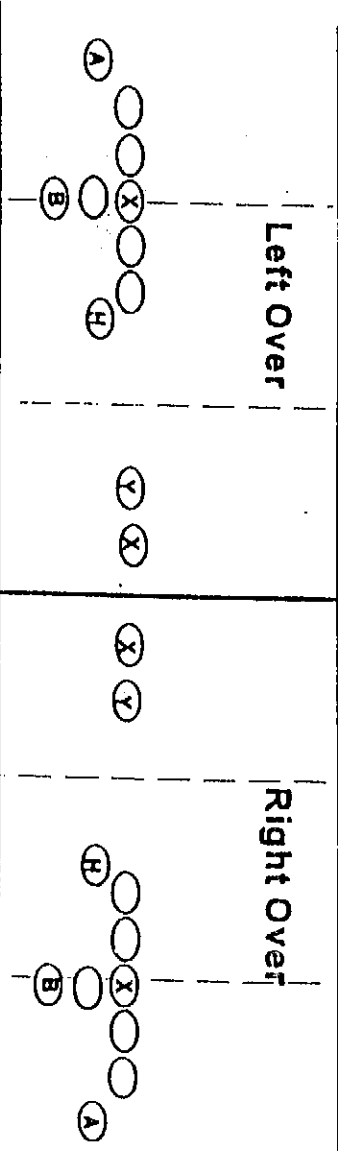
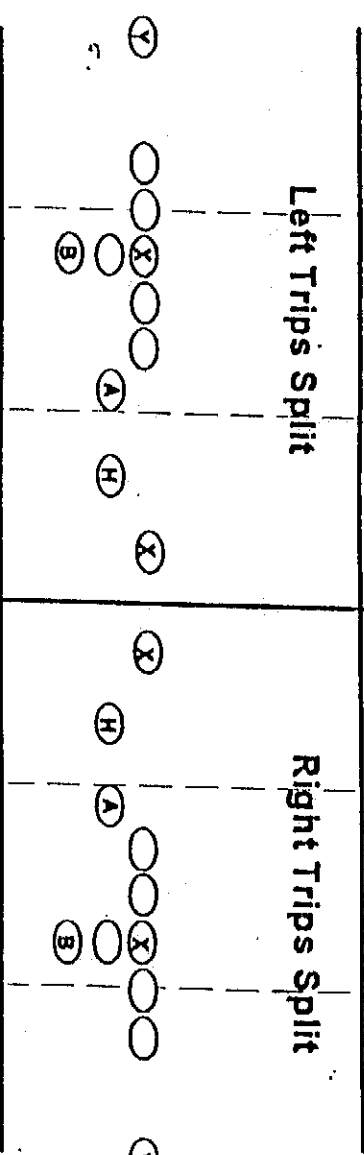
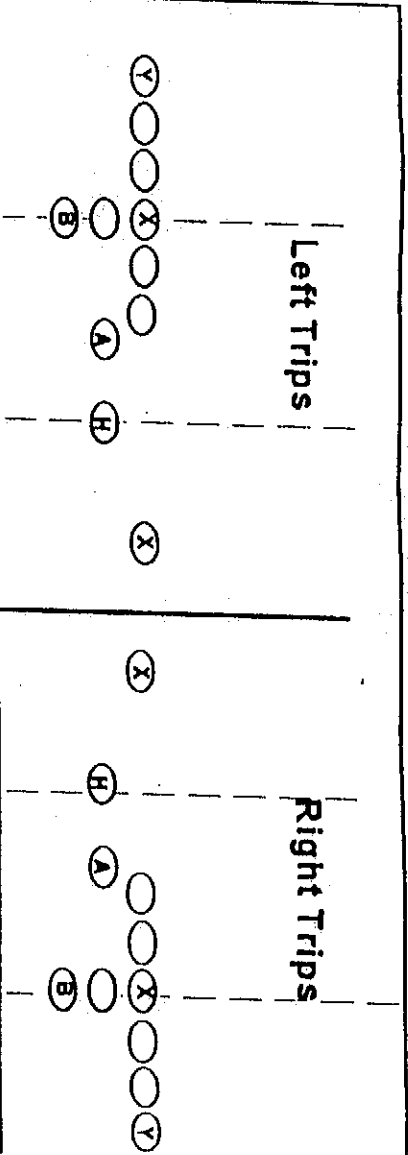
Except for the "Twins" to the call



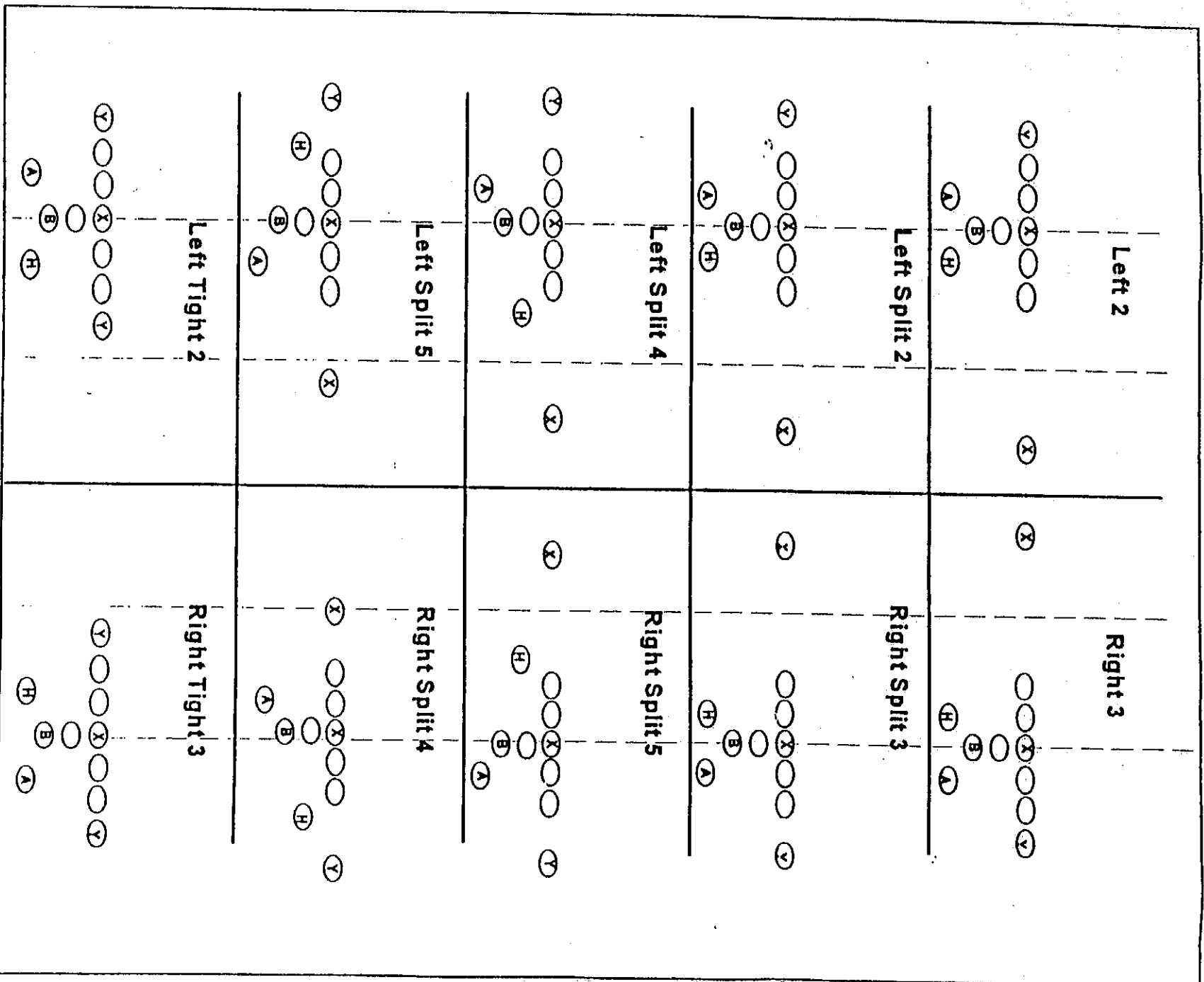
FORMATIONS (WITH NO NUMBERS)



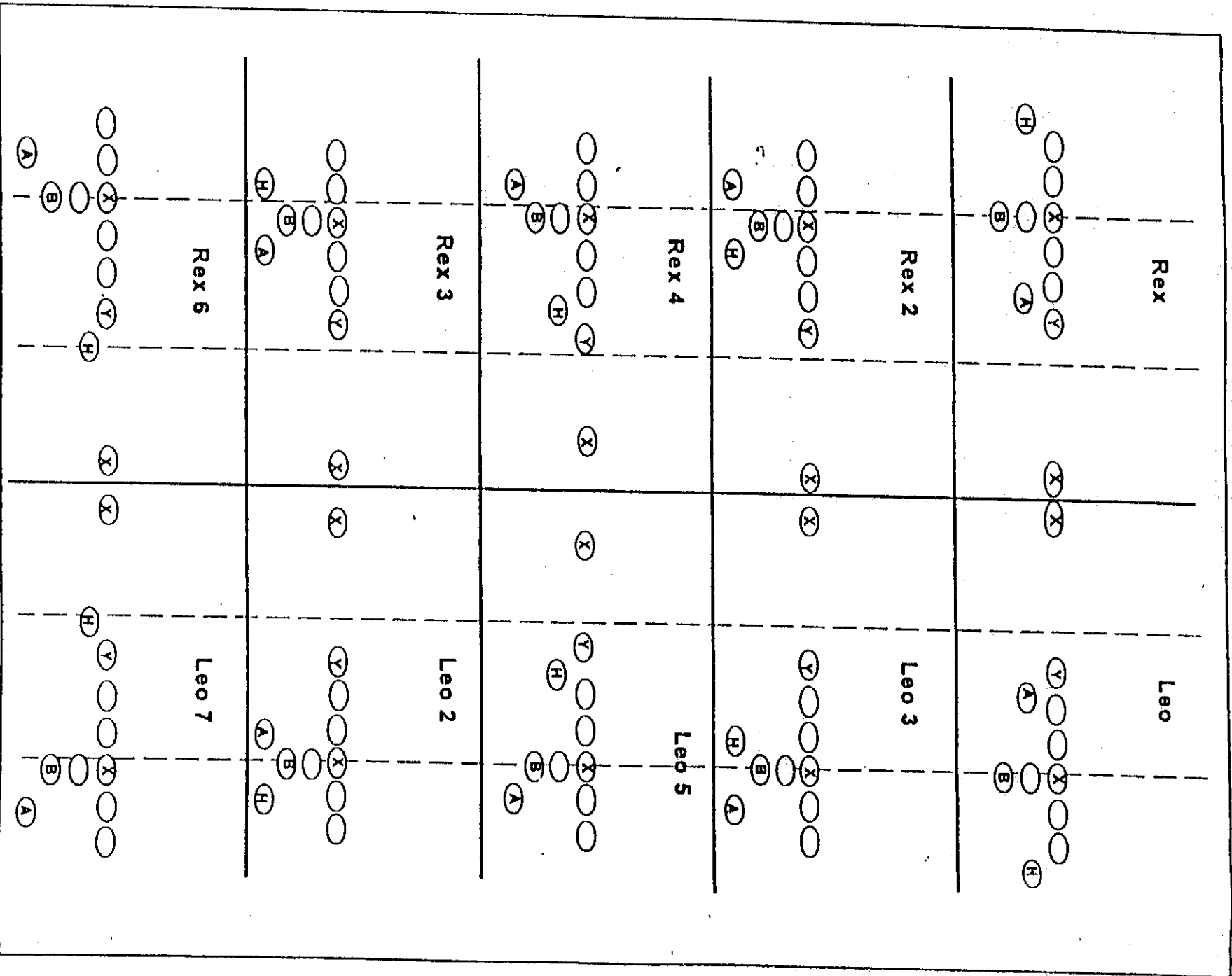
TRIPS - UNBALANCED FORMATIONS



Formations (with Numbers)



Rex - Leo Formations



DEFENSIVE STRUCTURE

DEFENSIVE PERSONNEL RECOGNITION

- R - Rush End
- T - Three Technique
- N - Nose Guard
- E - Defensive End
- W - Middle LB-Wrecker
- S - Strong LB-Stud

- C - Corner
- FS - Free Safety
- SS - Strong Safety
- B - Bandic
- NB - Nickel Back - 5th DB
- D - Dime Back - 6th DB

1st

I.

TECHNIQUE NUMBERING

GAP LETTERING

