

# Playbook

2007 PFL Texans

## Keys to Offensive Success

There are four keys to our Offensive success this season (in order of importance):

- A consistent, efficient, and quick snap by the Center to the Quarterback.
- Solid blocking on every play for the entire play.
- Remembering the snap count and quickly moving into the defense on that count.
- Ball carriers hitting the defense at full speed.

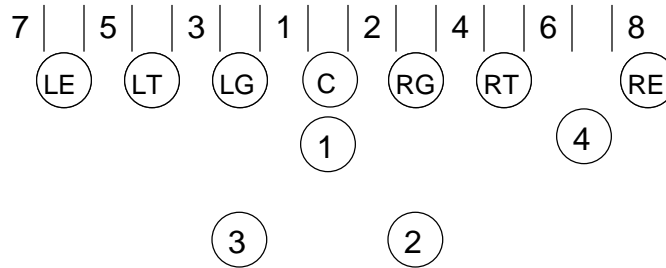
### Blocking notes

After centering, blocking is the most important job on the field for our offense. In most cases, if you are not carrying the ball, you should be blocking someone. Blocking begins at the snap of the ball and does not end until the whistle is blown ending the play. When outside the Tackle-to-Tackle Box, only block your man when you can see the number on the front of his jersey. Offensive linemen should execute the following two step procedure before each play.

- Establish your proper spacing to the Center or the man, next to you, closest to Center.
- Point to and call your block.

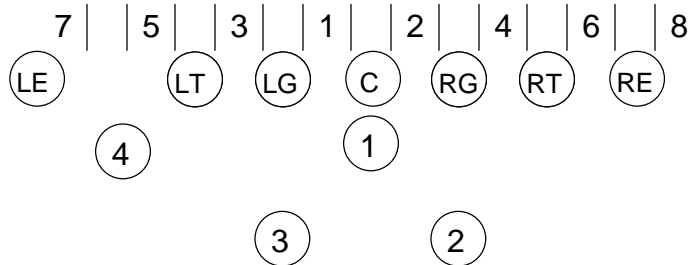
The most obvious blocking responsibility is the man head-up, or directly in front of you, regardless of if he is down in a stance or if he is standing up as a linebacker a couple of yards away. If no one is head-up, then look for the person closest to your head-up position who is away from the hole where the ball will be run. Exception - if you are next to the run hole, a defensive person is in that hole, and no one else is pointing to block that man; he is your responsibility.

## Slot Right Formation



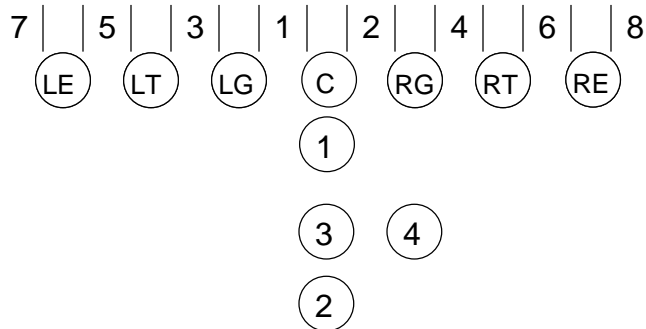
Note that our slot right may not be a classic slot. Depending on the play call and the D end over RE, the 4 back may be lined up as a flanker, or outside the RE.

## Slot Left Formation



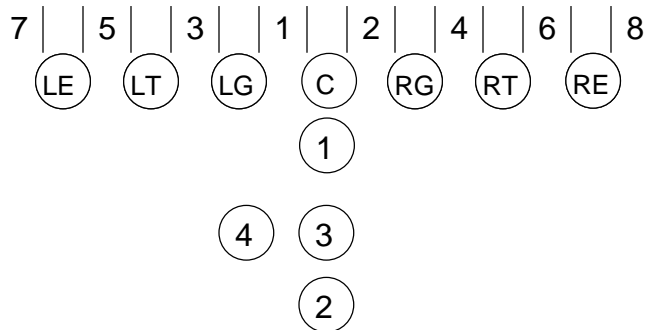
Note that our slot left may not be a classic slot. Depending on the play call and the D end over LE, the 4 back may be lined up as a flanker, or outside the LE.

# Power I Right Formation



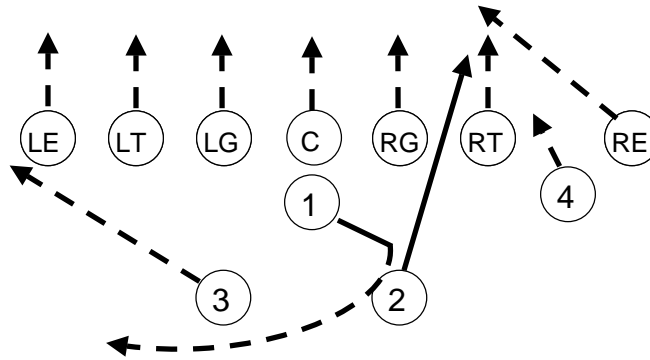
Note that both 3 and 4 must go into a 3 point stance to set while the 2 back will start from a 2 point stance

# Power I Left Formation



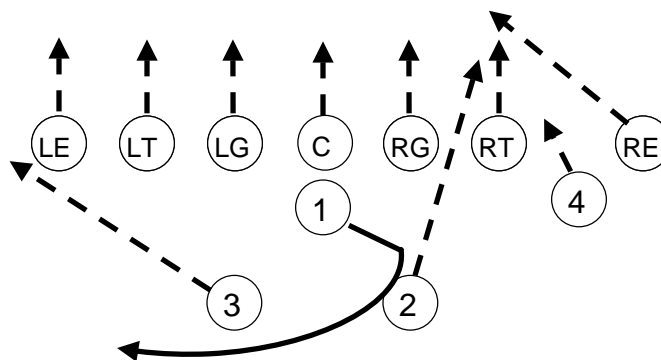
Note that both 3 and 4 must go into a 3 point stance to set while the 2 back will start from a 2 point stance

## Slot Right 24 Dive



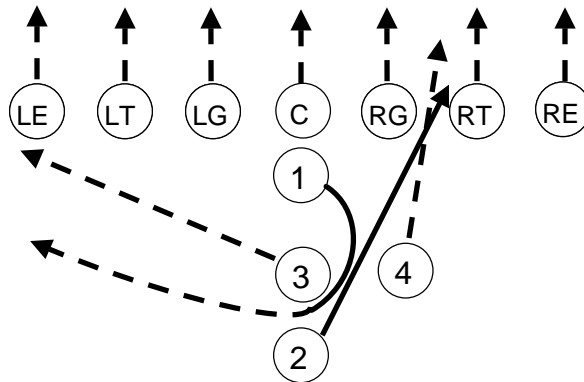
- This play can be run either from a slot left or right
- 1 starts right and hands ball to 2 running through 4 hole - 1 must complete play by curling back in opposite direction
- 3 & 4 block down on end, LB or corner

## Slot Right 24 Bootleg



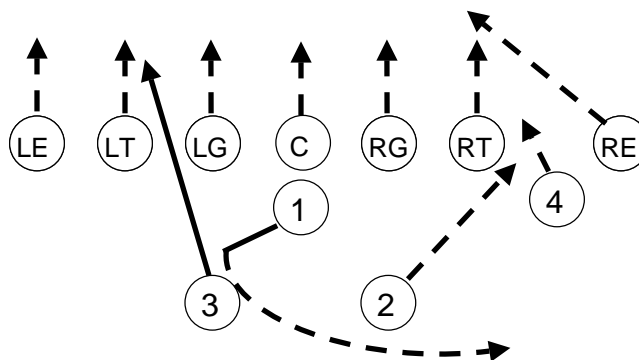
- This play can be run either from a slot left or right
- 1 starts right and fakes handoff to 2 running through 4 hole - 1 should look for 3 leading block
- 3 & 4 block down on end, LB or corner

## Power I Right 24 Dive



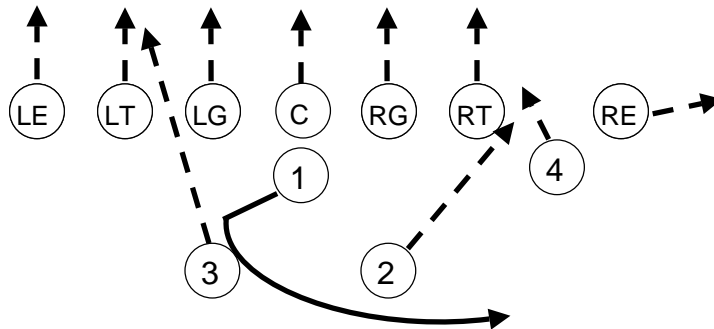
- 1 starts right and hands ball to 2 running through 4 hole behind 4 - 1 must complete play in opposite direction
- 3 block down on end, LB or corner
- 4 lead blocks through target hole

## Slot Right 33 Dive



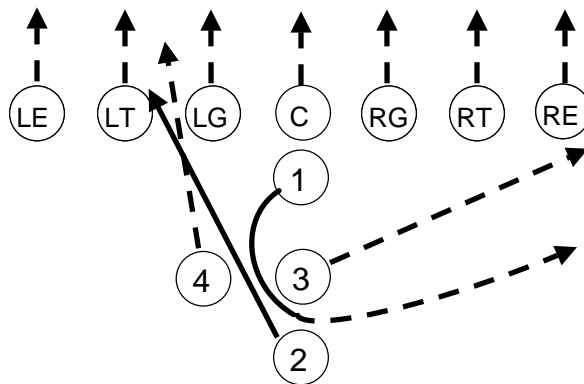
- This play can be run either from a slot left or right
- 1 starts left and hands ball to 3 running through 3 hole - 1 must complete play by curling back in opposite direction
- 2 & 4 block down on end, LB or corner

## Slot Right 33 Bootleg



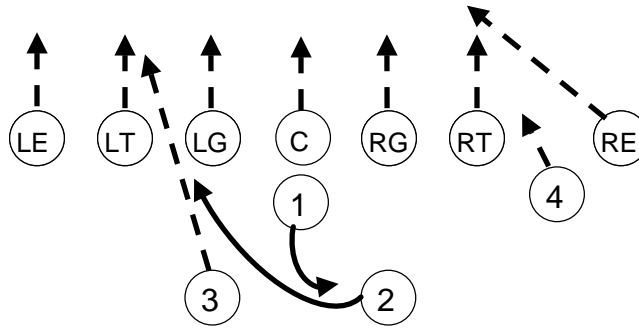
- This play can be run either from a slot left or right
- 1 starts left and fakes handoff to 3 running through 3 hole - 1 should look for 2 leading block
- 2 & 4 block down on end, LB or corner

## Power I Left 23 Dive



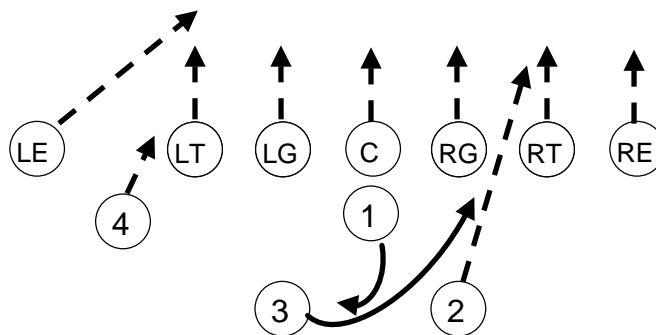
- 1 starts left and hands ball to 2 running through 3 hole behind 4 - 1 must complete play in opposite direction
- 3 block down on end, LB or corner
- 4 lead blocks through target hole

## Slot Right 23 Dive



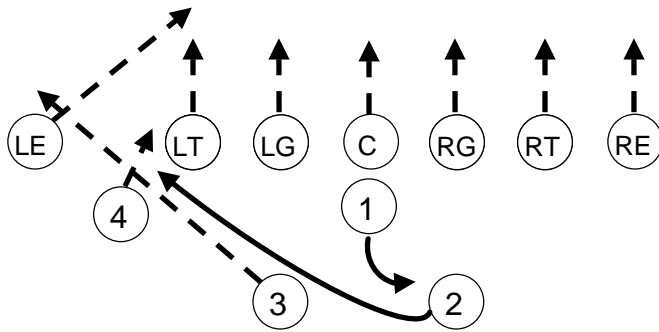
- This play can be run either from a slot left or right
- 1 starts left and hands off to second man (2) running through 3 hole - 1 should finish play to opposite side
- 4 block down on end, LB or corner

## Slot Left 34 Dive



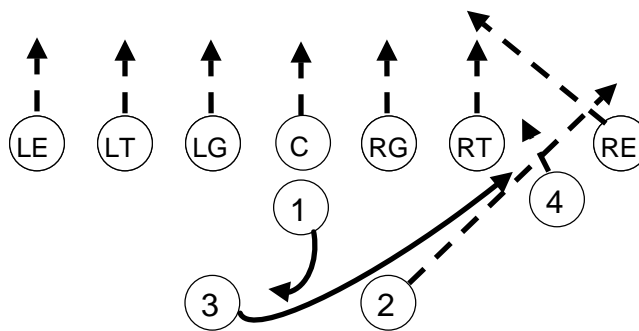
- This play can be run either from a slot left or right
- 1 starts right and hands off to second man (3) running through 4 hole - 1 should finish play to opposite side
- 4 block down on end, LB or corner

## Slot Left 25 Dive



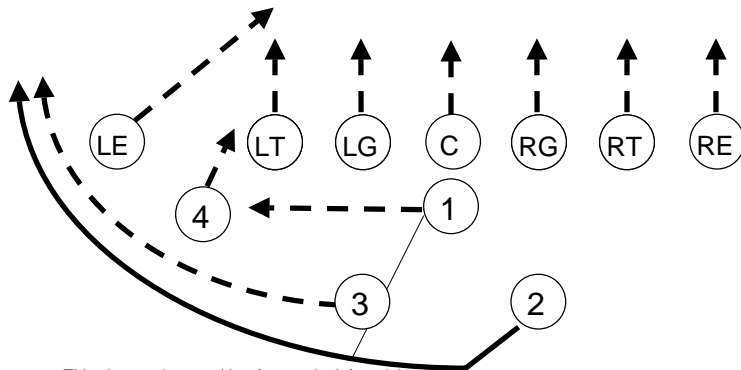
- This play can be run either from a slot left or right
- 1 starts left and hands off to second man (2) running out to the 5 hole - 1 should finish play to opposite side
- 4 block down on end, LB or corner

## Slot Right 36 Dive



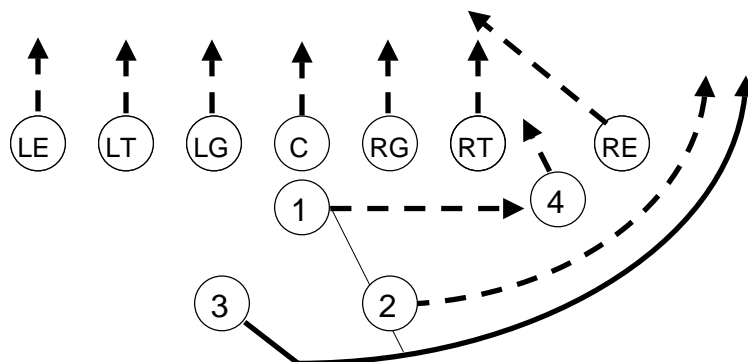
- This play can be run either from a slot left or right
- 1 starts right and hands off to second man (3) running out to the 6 hole - 1 should finish play to opposite side
- 4 block down on end, LB or corner

## Slot Left 27 Pitch



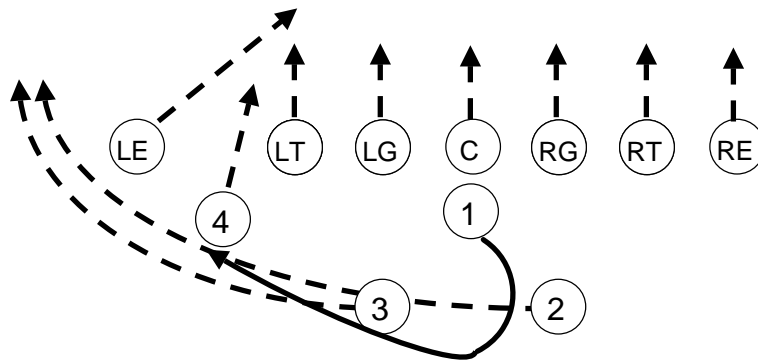
- This play can be run either from a slot left or right
- 1 starts left one step and pitches to trailing 2 back - 1 should finish play by blocking first man who crosses line
- 3 lead blocking to left
- 4 block down on end, LB or corner

## Slot Right 38 Pitch



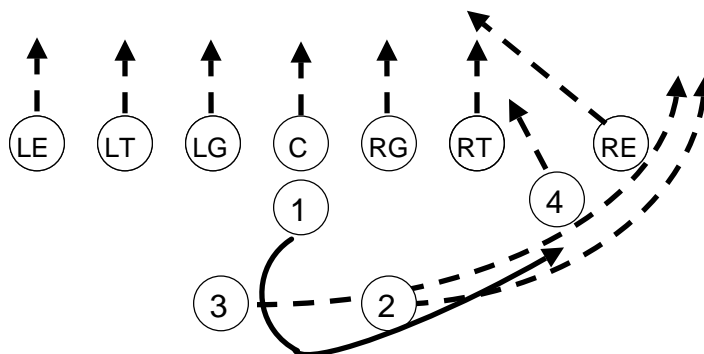
- This play can be run either from a slot left or right
- 1 starts right one step and pitches to trailing 3 back - 1 should finish play by blocking first man who crosses line
- 2 lead blocking to right
- 4 block down on end, LB or corner

## Slot Left 17 Sweep



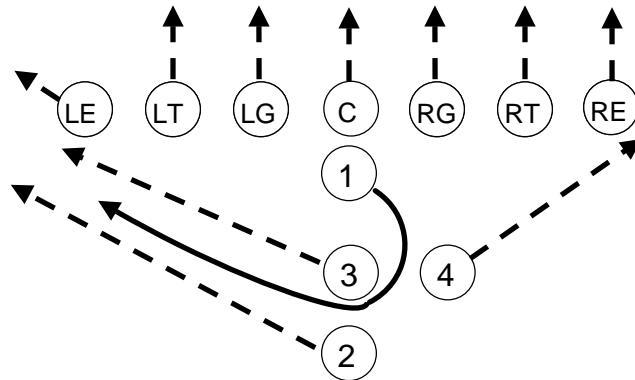
- This play can be run either from a slot left or right
- 1 starts right and pirouettes, for timing, to fall in behind lead blockers to run around left end
- 2 & 3 lead blocking to left
- 4 block down on end, LB or corner

## Slot Right 18 Sweep



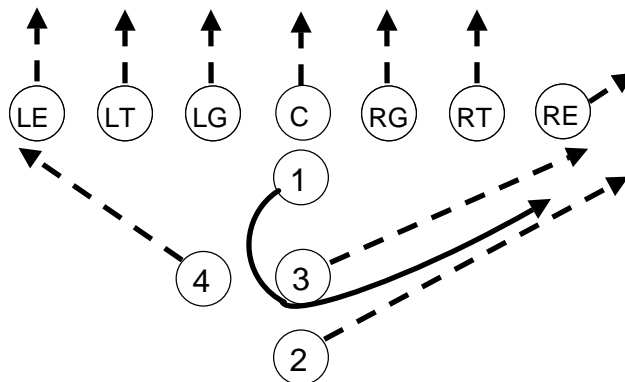
- This play can be run either from a slot left or right
- 1 starts left and pirouettes, for timing, to fall in behind lead blockers to run around right end
- 2 & 3 lead blocking to right
- 4 block down on end, LB or corner

## Power I Right 17 Sweep



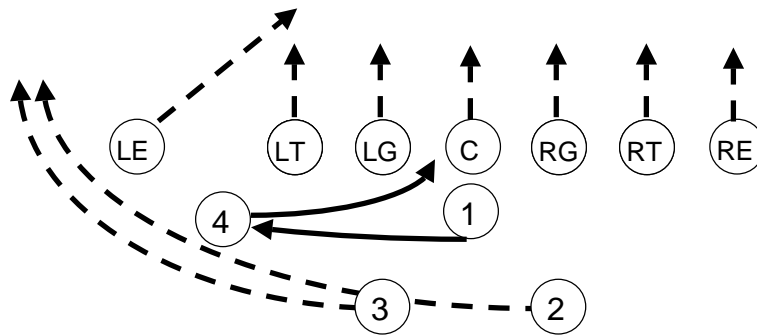
- 1 starts right and pirouettes, for timing, to fall in behind lead blockers to run around left end
- 2 & 3 lead blocking to left
- 4 block down on end, LB or corner

## Power I Left 18 Sweep



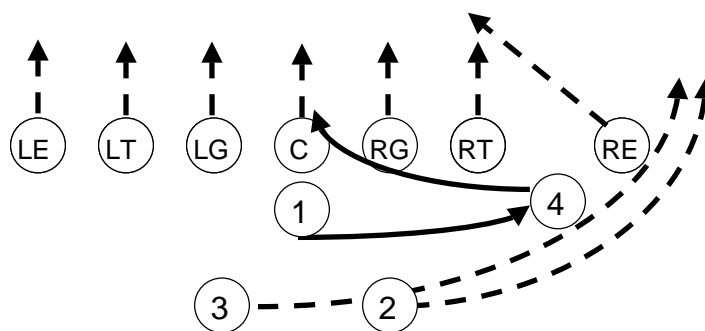
- 1 starts left and pirouettes, for timing, to fall in behind lead blockers to run around right end
- 2 & 3 lead blocking to right
- 4 block down on end, LB or corner

## Slot Left 41 Reverse



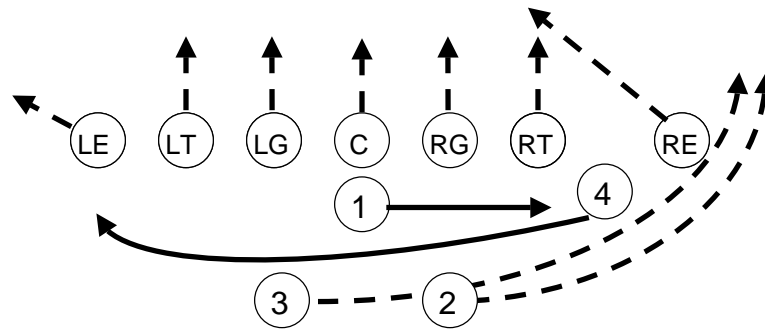
- This play can only run from a slot left
- 1 starts left and runs toward left end - inside handoff to reversing 4 through the 1 hole - 4 find seam
- 2 & 3 lead blocking to left (Remember - in a reverse, lead block to the side where 4 starts the play)

## Slot Right 42 Reverse



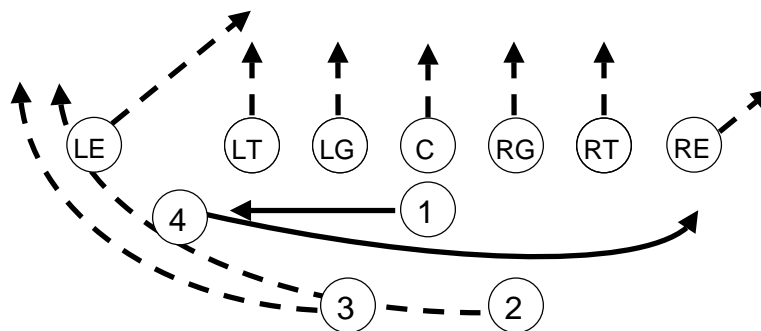
- This play can only run from a slot right
- 1 starts right and runs toward right end - inside handoff to reversing 4 through the 2 hole - 4 find seam
- 2 & 3 lead blocking to right (Remember - in a reverse, lead block to the side where 4 starts the play)

## Slot Right 47 Reverse



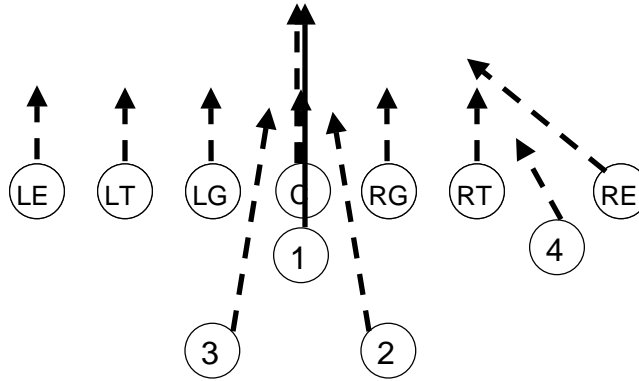
- This play can only run from a slot right
- 1 starts right and runs toward right end - outside handoff to reversing 4 around left side
- 2 & 3 lead blocking to right (Remember - in a reverse, lead block to the side where 4 starts the play)

## Slot Left 48 Reverse



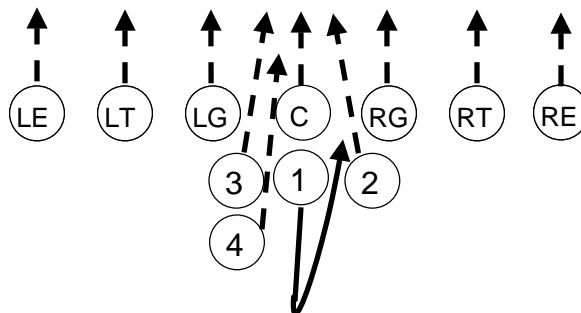
- This play can only run from a slot left
- 1 starts left and runs toward left end - outside handoff to reversing 4 around right side
- 2 & 3 lead blocking to left (Remember - in a reverse, lead block to the side where 4 starts the play)

## Slot Right 10 QB Sneak



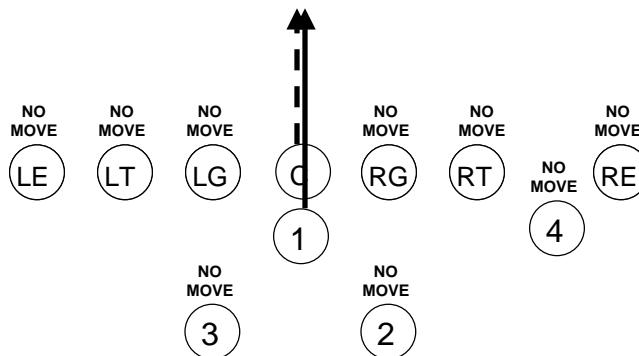
- This play can be run either from a slot left or right
- 1 leans in behind blocking on Guards and Center
- 2 & 3 line up closer and shoot Center-Guard gap, on your side, to help blocking effort
- 4 block down on end, LB or corner

## Tight Left 10 Wedge



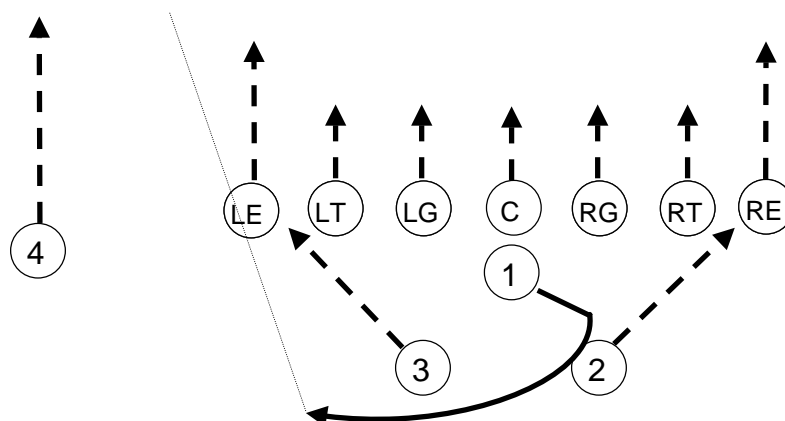
- This play can be run either from a slot left or right or no slot
- 1 takes one step back to let 2 & 3 block and then leans in behind blocking on Guards, Center, 2 and 3
- 2 & 3 line up closer and shoot Center-Guard gap, on your side, to help blocking effort
- 4 block down on end, LB or corner

## Slot Right 10 QB Sneak NO MOVE



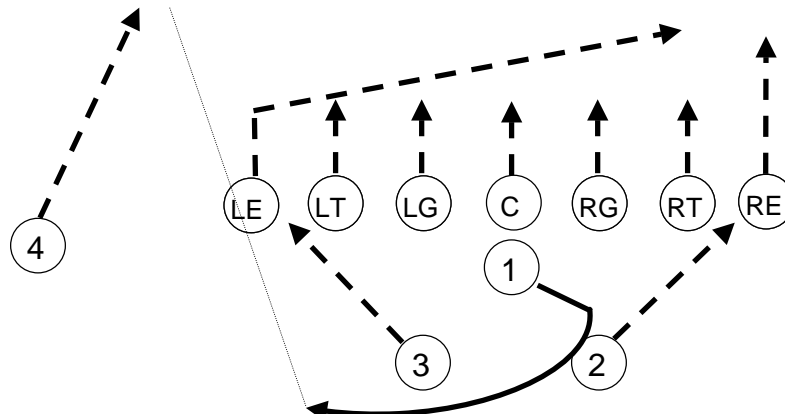
- Only the Center and QB move in this play
- All other players must have hands on knees and be still for 1 second before play begins
- QB simply get under Center, waits for a second, and "gooses" the Center to begin play

## Left 24 Bootleg Button Pass



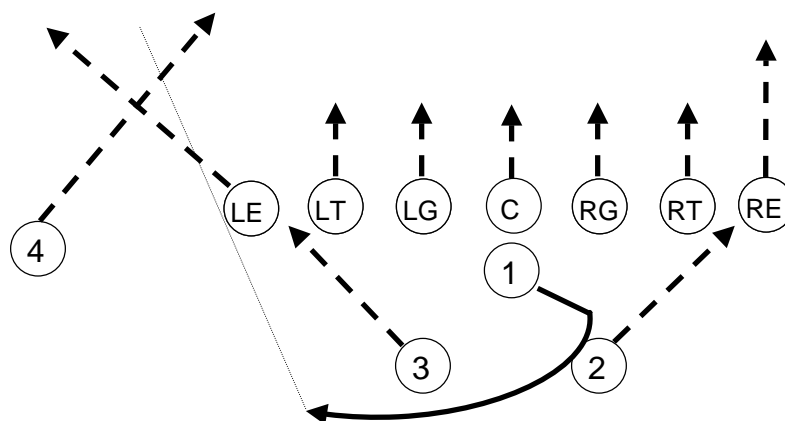
- This play should only run from a slot left (and for a left handed QB)
- 1 starts right and fakes to 2 completing a curl to the opposite side - look for 4 and LE
- 2 & 3 blast two steps to the ends and wait for the first person to break the line on your side - block them.
- 4 line up wider than normal and run a 7 yard button hook route
- LE line up tight and run a 5 yard button hook route

## Left 24 Bootleg Slant Pass



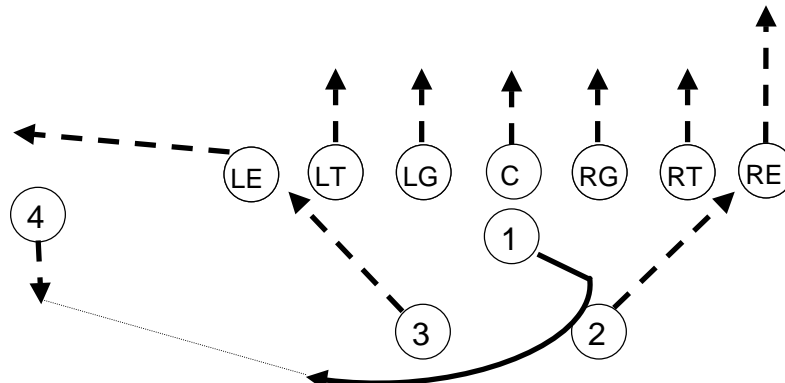
- This play should only run from a slot left (and for a left handed QB)
- 1 starts right and fakes to 2 completing a curl to the opposite side - look for 4 and LE slanting inside
- 2 & 3 blast two steps to the ends and wait for the first person to break the line on your side - block them.
- 4 line up wider than normal and run a 10 yard slant route
- LE line up tight and run slant route to the right flats

## Left 24 Bootleg Cross Pass



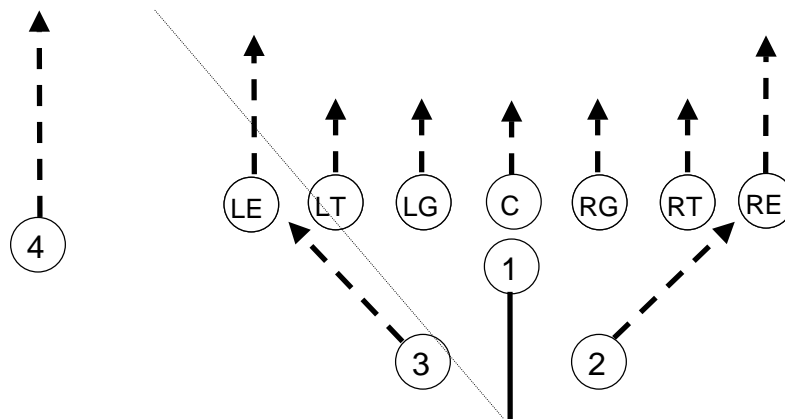
- This play should only run from a slot left (and for a left handed QB)
- 1 starts right and fakes to 2 completing a curl to the opposite side - look for 4 and LE crossing left
- 2 & 3 blast two steps to the ends and wait for the first person to break the line on your side - block them.
- 4 line up wider than normal and run a 10 yard slant route
- LE line up tight and run out route to the left flats

## Left 24 Bootleg Screen Pass



- This play should only run from a slot left (and for a left handed QB)
- 1 starts right and fakes to 2 completing a curl to the opposite side - look for 4
- 2 & 3 blast two steps to the ends and wait for the first person to break the line on your side - block them
- 4 line up much wider than normal - when ball is snapped shuck corner forward and go backwards two yards
- LE line up tight and run to block corner

## Left Play Action Button Pass



- This play should only run from a slot left (and for a left handed QB)
- 1 starts three step drop - look for 4 and LE
- 2 & 3 blast two steps to the ends and wait for the first person to break the line on your side - block them.
- 4 line up wider than normal and run a 7 yard button hook route
- LE line up tight and run a 5 yard button hook route

# Keys to Defensive Success

There are four keys to our Defensive success this season:

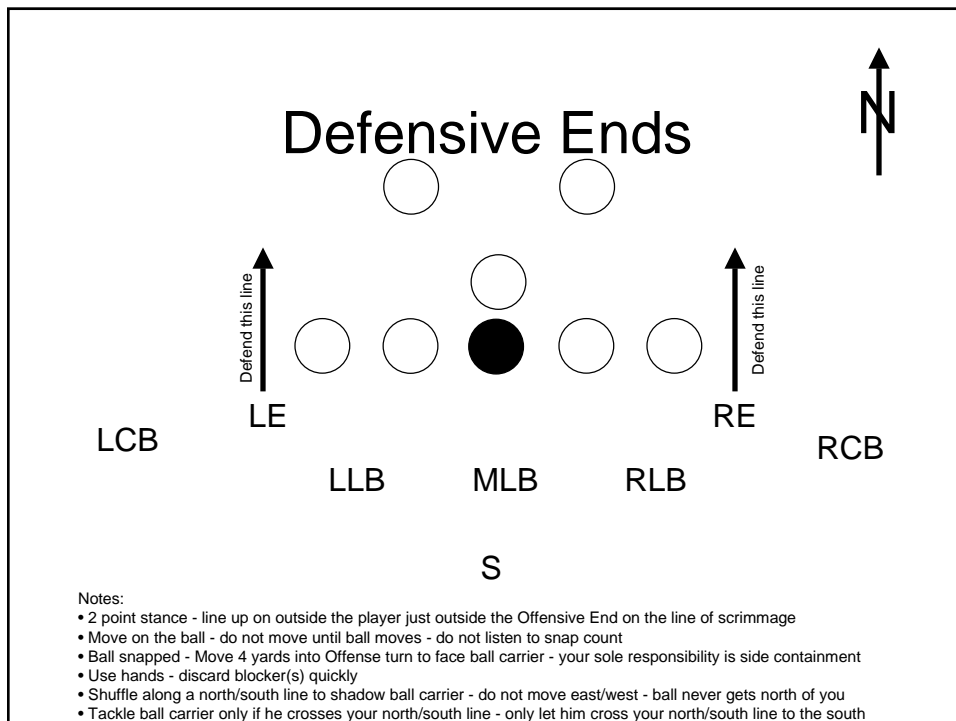
- Be on sides and off on the ball movement. (do not listen to offensive count).
- Stay out of blocks - use your hands to keep blockers away from your body.
- Play your position.
- ...and most important - tackle-tackle-tackle (Note: only tackle the man with the ball).

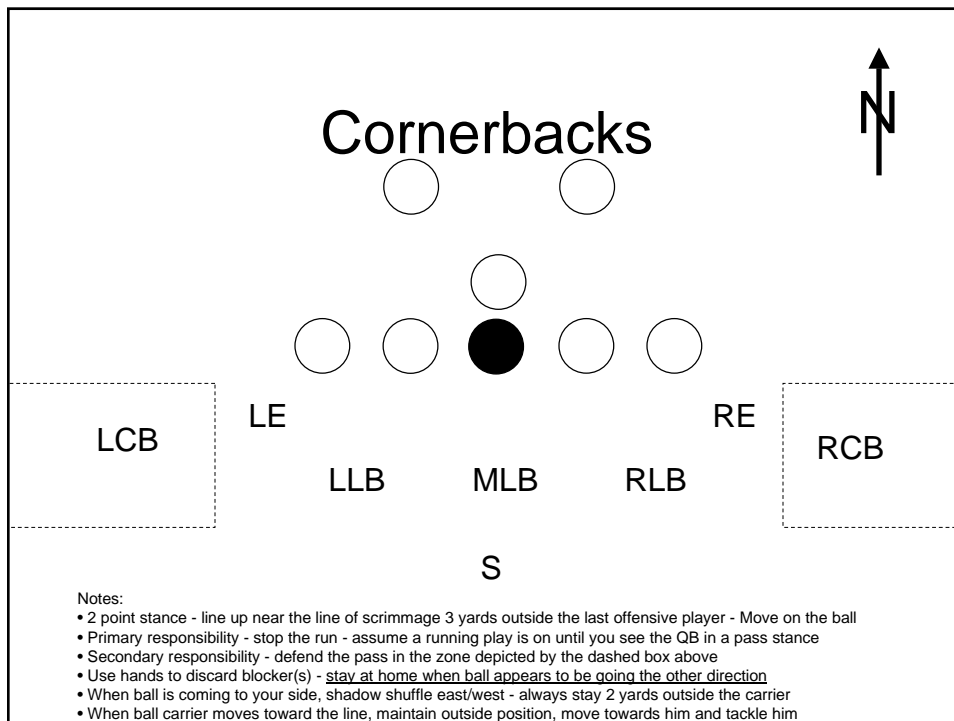
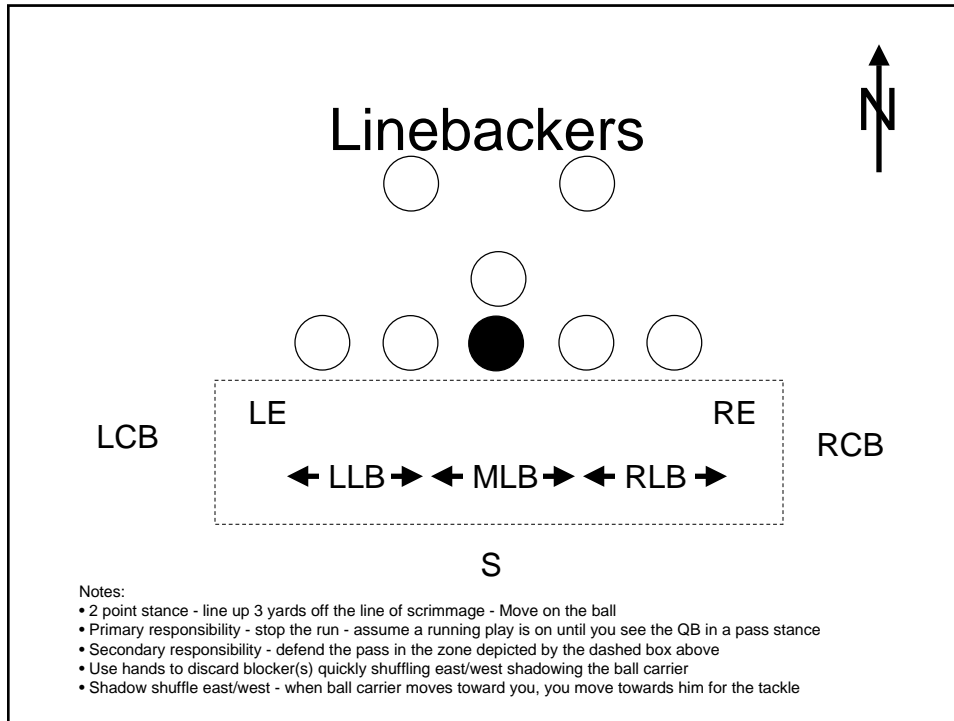
## Tackling notes

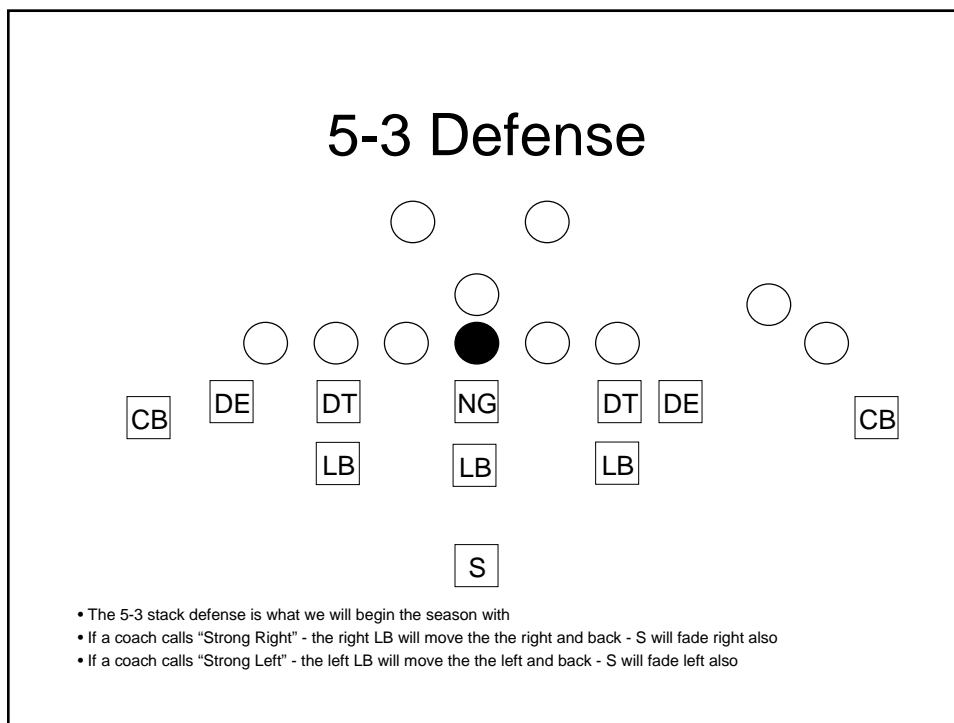
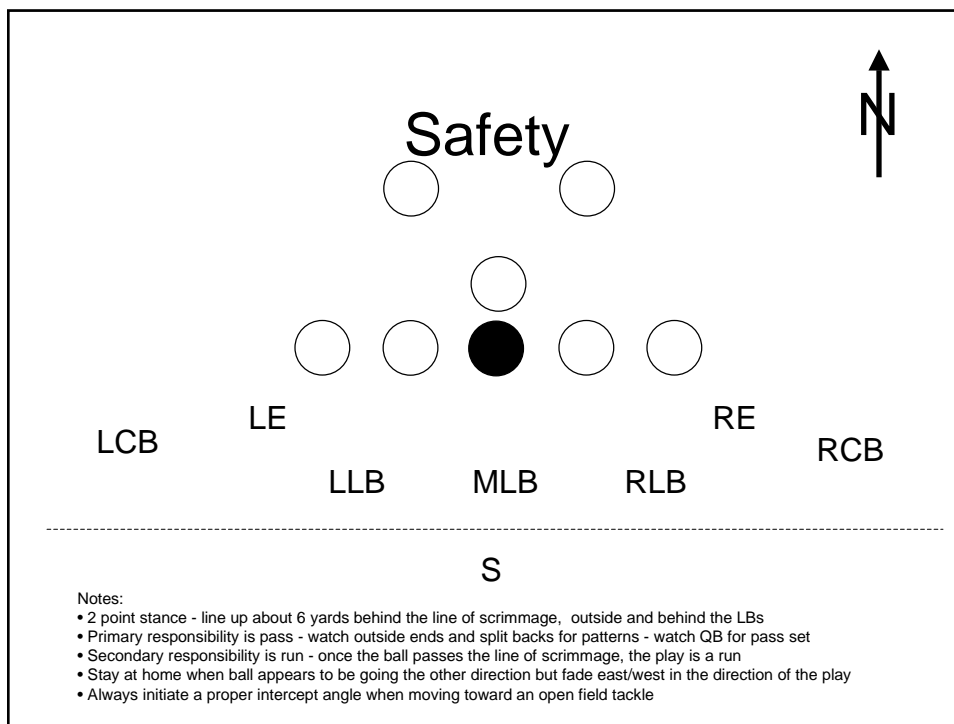
Remember when tackling, always keep your head up and **DO NOT DUCK YOUR HEAD** before impact. Ducking your head can result in your getting hurt and can result in the runner moving out of the way where you miss the tackle. Do not stop before the tackle. At the time of impact, wrap up and stay wrapped up. Do not stop moving your feet - drive the runner backwards.

## Defensive Linemen Responsibilities

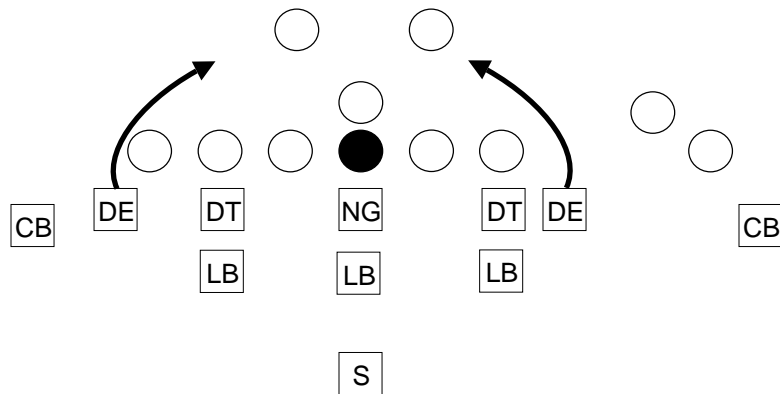
The Defensive lineman must start the play in a three or four point stance. Defensive linemen have the responsibility of fouling up the offensive play before it leaves their backfield. If a ball carrier starts toward the line of scrimmage, the D line should tackle them. Work your way out of blocks. If you see the QB in a passing stance, scream PASS-PASS-PASS, then tackle him (if he has the ball).





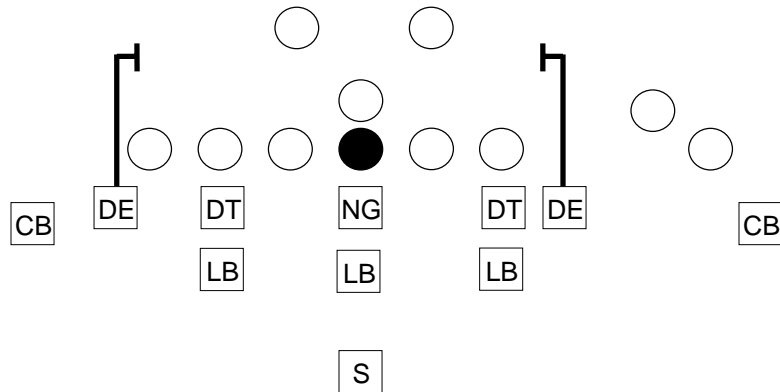


# Crash



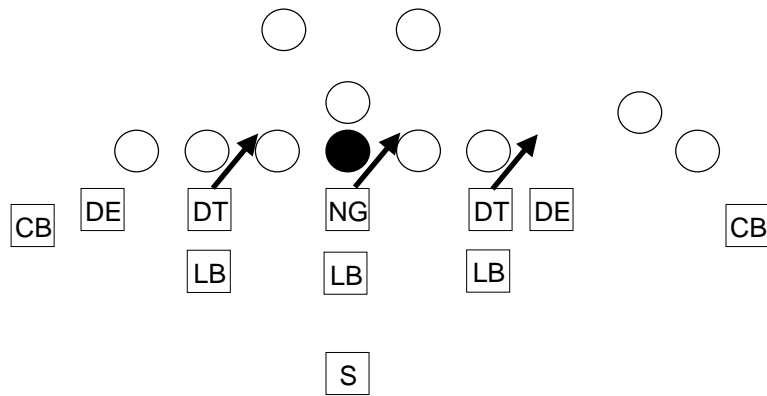
- The CRASH stunt call pertains only to the defensive ends.
- This stunt releases the ends from their boxing duties but containment should still be a priority

# Box



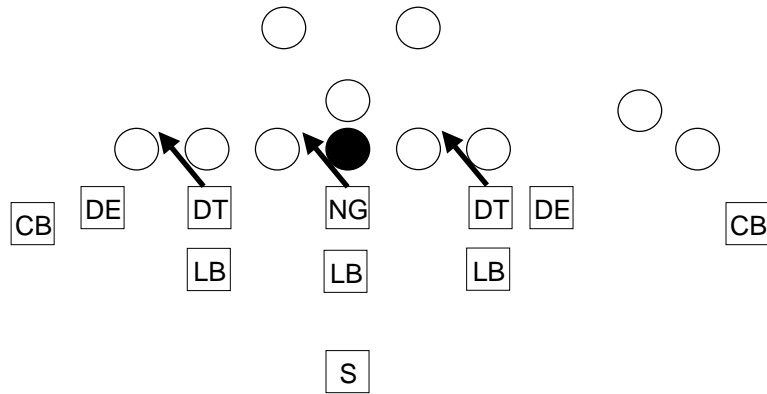
- This is the default play of the defensive ends.
- The only reason the BOX call should be made is to cancel a CRASH call or to simply remind the end of his duty.

# Red



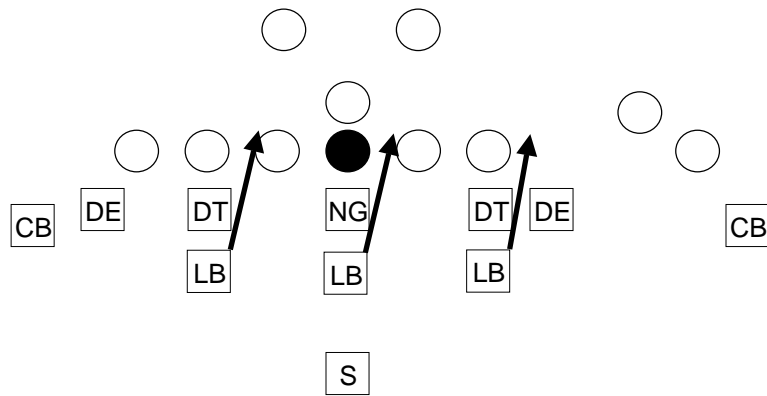
- Stunt call with color names pertains only to the defensive down linemen.
- RED is the call that tells all down linemen to stunt to the right gap.

# Blue



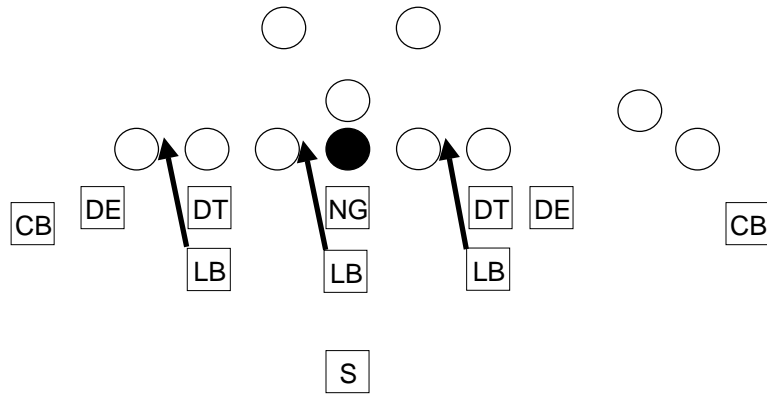
- Stunt call with color names pertains only to the defensive down linemen.
- BLUE is the call that tells all down linemen to stunt to the left gap.

# Bull



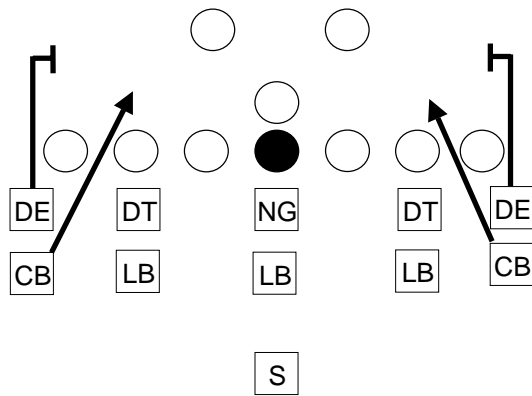
- Stunt call with animal names pertains only to the defensive linebackers.
- BULL is the call that tells all linebackers to stunt rush to the right gap.

# Bear



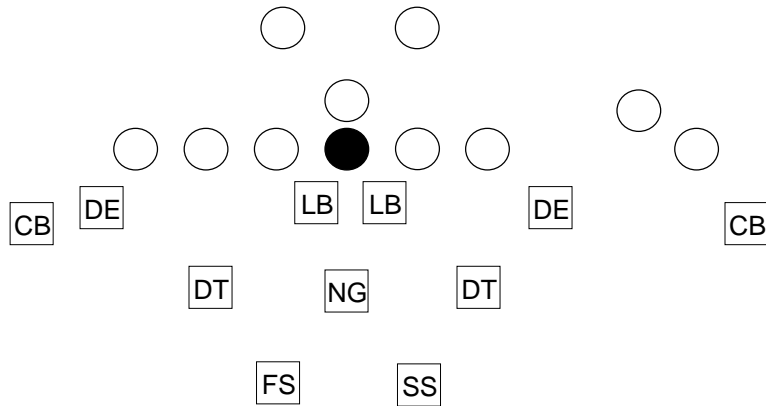
- Stunt call with animal names pertains only to the defensive linebackers.
- BEAR is the call that tells all linebackers to stunt rush to the left gap.

# X Man



- X-MAN is the call that tells cornerbacks to stack in behind the DE and rush the play.
- X-MAN tells ends that they MUST BOX.

# Headhunter



- This play is under development.