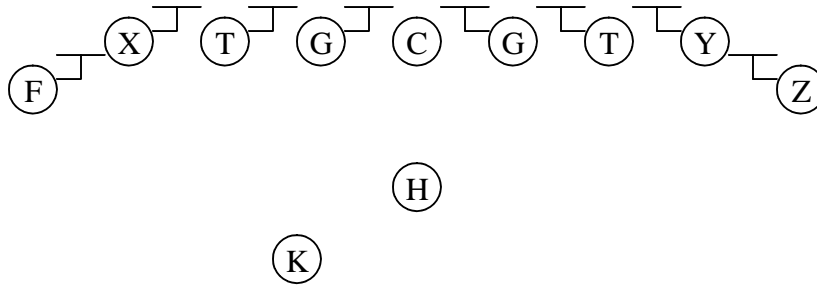# Special Teams Playbook

Spring 2006

PAT Team

<u>Cadence</u>
- Color, #, Color, #, Set
- Holder flash hand to center when ready
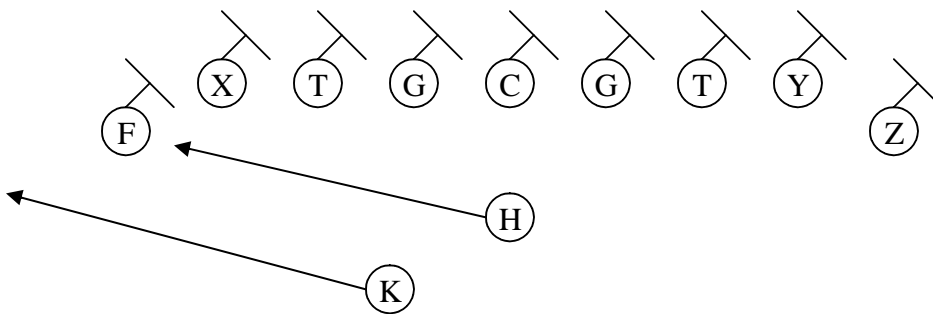- Center will snap when he is ready

<u>Any Color (except Green, Blue) = Kick</u>
- Everyone step inside with inside foot and one hinge step with outside foot
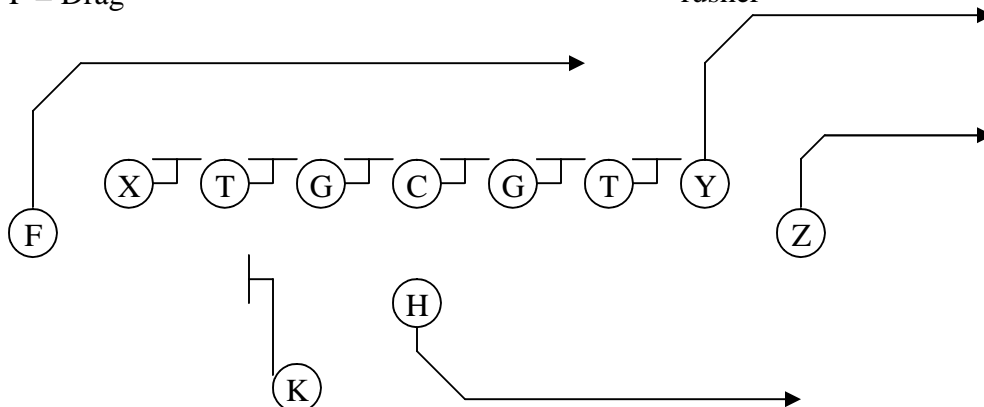- Force all rushers outside

<u>Green = Speed Option</u>
- Everyone Block down to the right
- Leave Left End unblocked
- Holder Pitch on the Left End

<u>Blue = Flood Pass</u>
- Z = Flat
- Y = Corner
- F = Drag
- Everyone else reach right
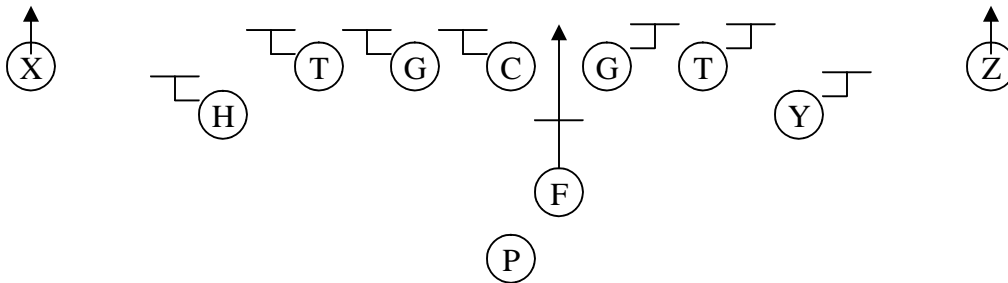- Kicker step up to block backside rusher

Punt Team

Cadence

- Protection, Protection, Set
- Punter flash hand to center when
- Center will snap when he is ready

- Rose/Linda = Right/Left
- Oscar, Roger, Leo = Fake Pass
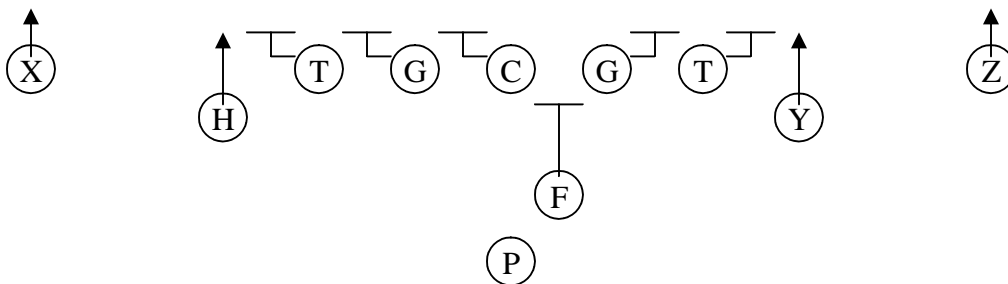- Tom, Left, Right = Fake Run

7 Linda/7 Rose = 7 Man Blitz (center = left/right)

- H = 1L, LT = 2L, LG = 3L, C = 4L/R, RG = 3R, RT =2R, Y = 1R
- Fullback help leak to coverage
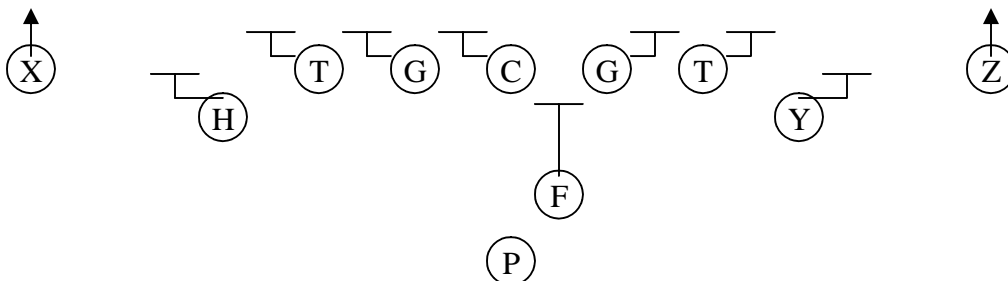- X, Z = Runners

6 Linda/6 Rose = 6 Man Blitz (center = left/right)

- LT = 1L, LG = 2L, C = 3L/R, F = 3R/L, RG = 2R, RT = 1R
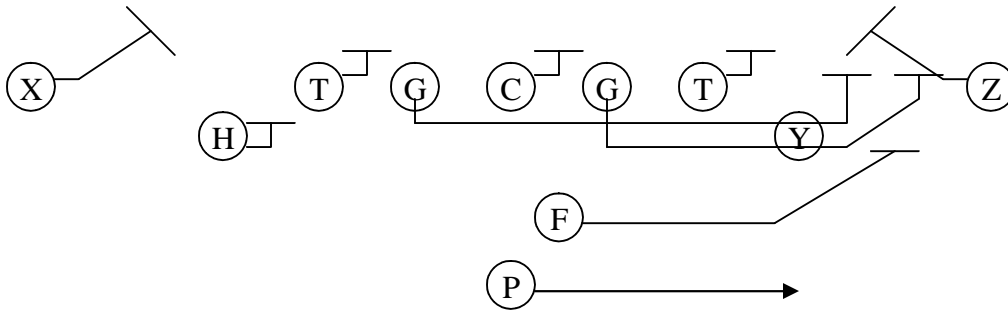- X, H, Y, Z = Runners

8 Linda/8 Rose = 8 Man Blitz (center = left/right)

- H = 1L, LT = 2L, LG = 3L, C = 4L/R, F = 4R/L, RG = 3R, RT = 4R
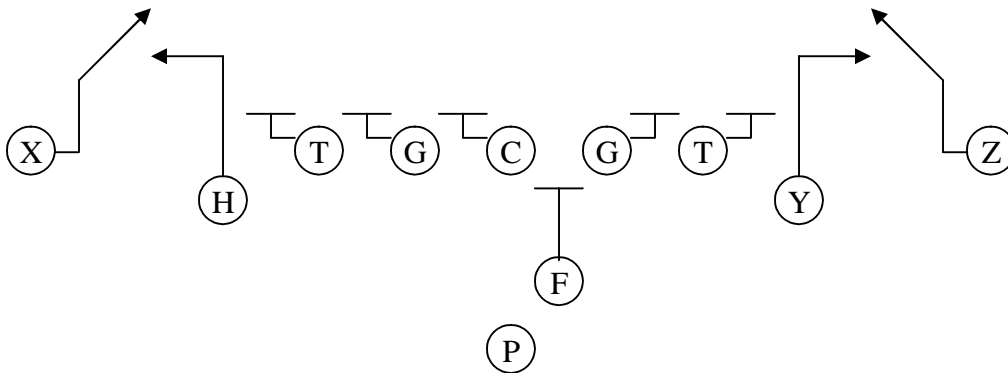- X, Z = Runners

Right/# Left = Sweep Right/Left

- Punter Carries the ball
- X, Z = inside release to crack
- LG, C, RG = if uncovered backside shoulder, then pull
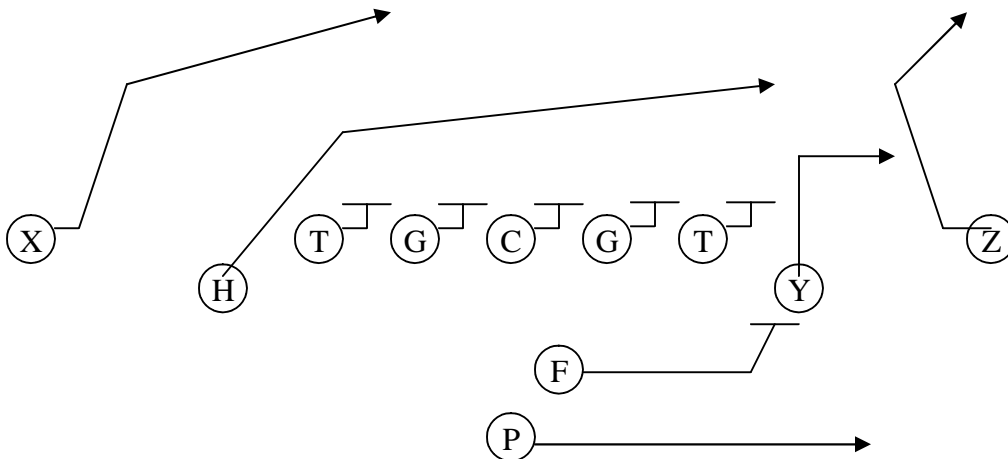- Everyone Reach to Right/Left

Oscar = Outs

- Same protection as 6 – Man: center goes to A-gap defender
- X, Z = Inside Release to slant
- H, Y = Inside Release to out
- P = Pocket Pass

Roger/Leo = Rollout Right/Left

- All Lineman Reach to Right/Left
- F = Seal corner for Punter
- X, Z = Inside Release to Corner (PS), Post (BS)
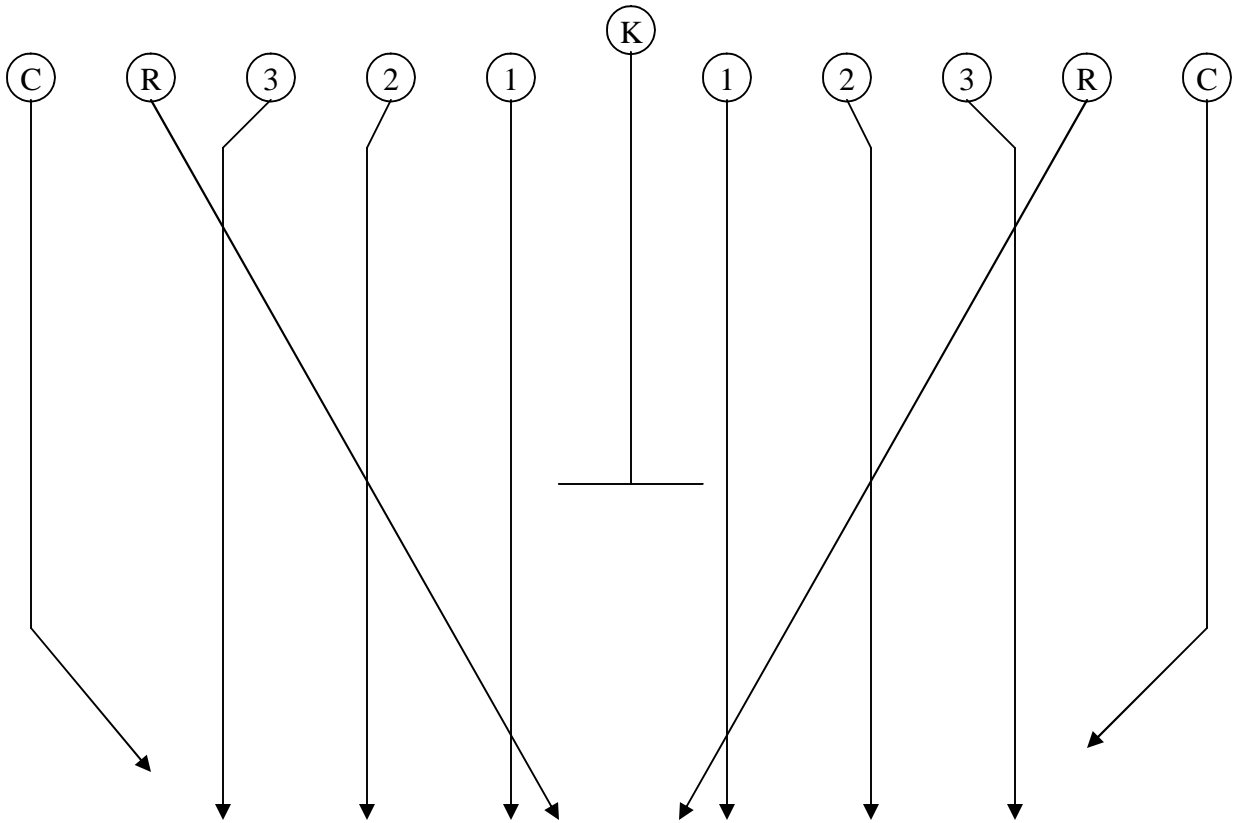- H, Y = Inside Release to Flat (PS), Climb (BS)

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Kickoff Team

Deep Right/Middle/Left
- C = Contain
- R = Runner

- 1,2,3 = Lanes
- K = Safety

Onside
- C = Contain   don't allow return away from onside
- F = Free   go to ball, and watch for bounce
- K = Safety   kick and fall back in case of return
- S = Smashers   take out front row of hands team
- L = Leapers   leap up in air and recover onside kick

5
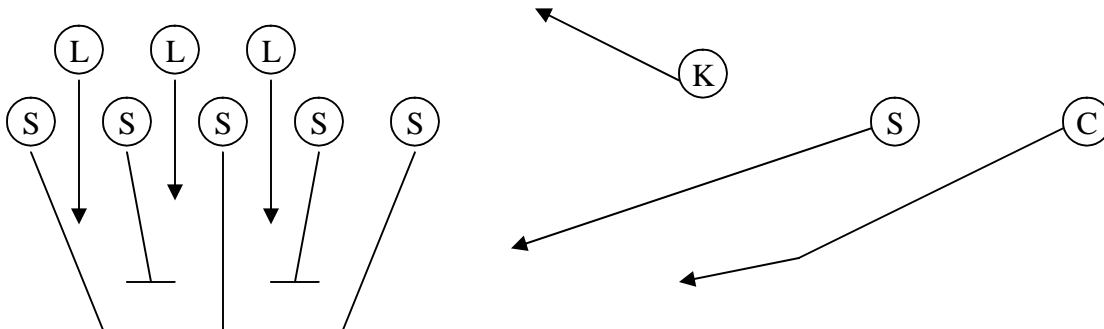
Field Goal Block Team

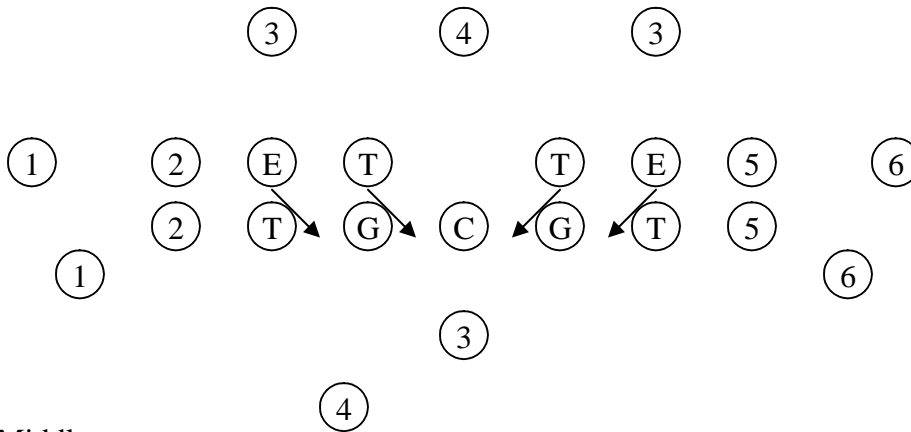## Alignment

- T, E, F, $ = Head up on G, T, Y
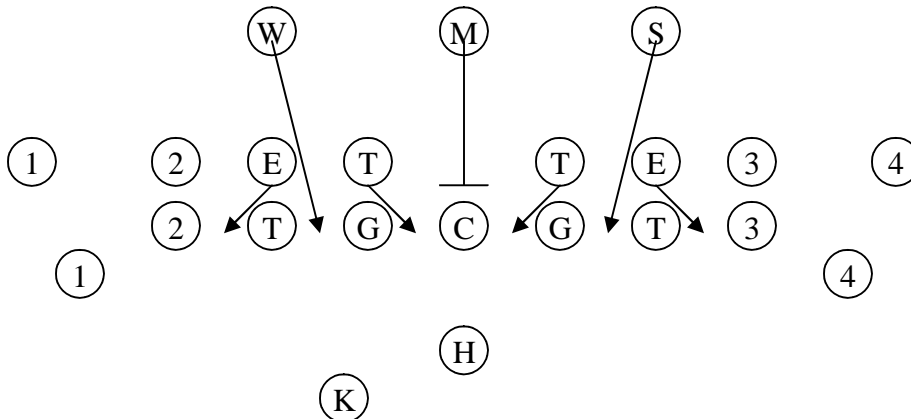- C = Outside Shoulder of W
- W, S = Stacked behind E
- M = head up on C

```
        W           M           S

 C     F  E  T       T  E  $        C
       Y  T  G  C  G  T  Y
    W                         W
                 H
               K
```
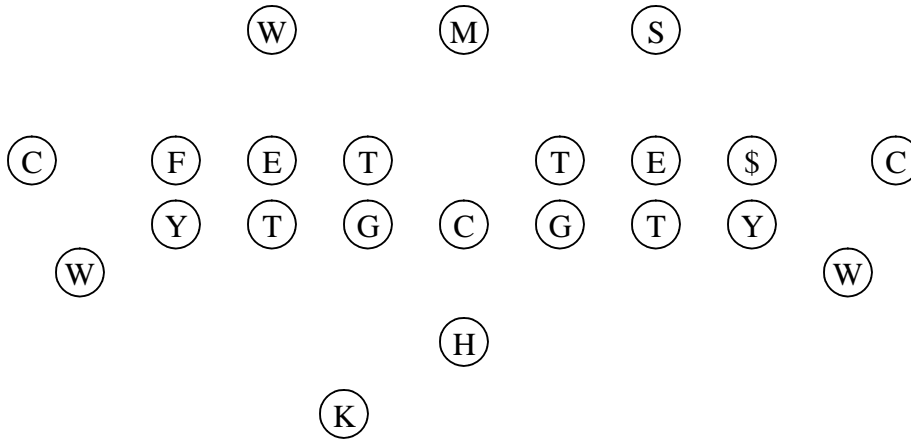
Cover

- T = Shoot A-gap
- E = Shoot B-gap
- C = Cover W
- F, $ = Cover Y
- W, S = Cover H
- M = Cover K

```
        3         4         3

 1     2  E  T       T  E  5        6
       2  T  G  C  G  T  5
    1                         6
                 3
               4
```
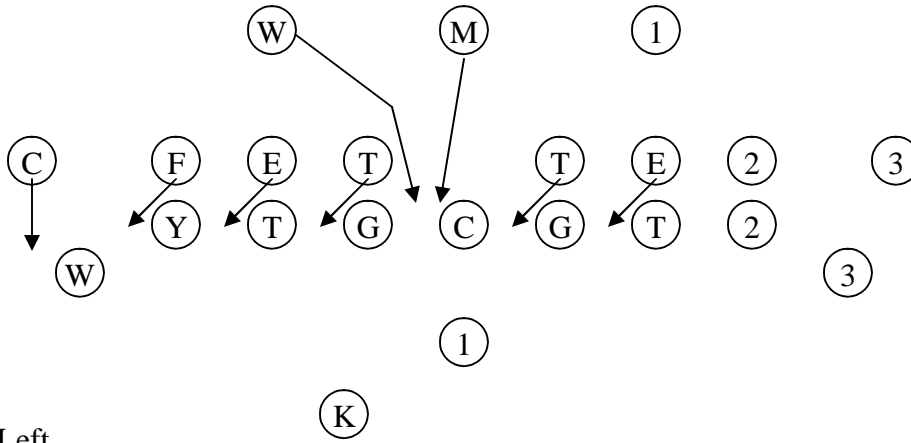
Block Middle

- T = Shoot A-gap
- W, S = Shoot B-gap
- E = Shoot C-gap
- M = Leap at LOS
- F, $ = Cover Y
- C = Cover W

```
        W         M         S

 1     2  E  T       T  E  3        4
       2  T  G  C  G  T  3
    1                         4
                 H
               K
```
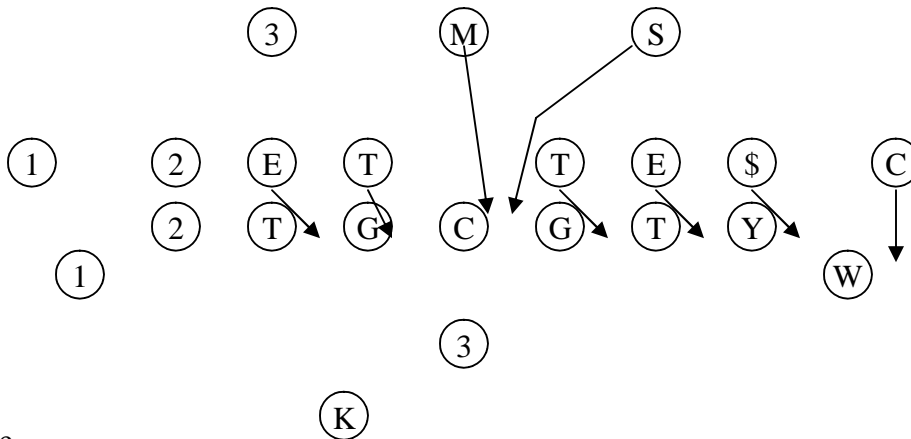
6

Block Right

- LE = Shoot B-gap
- LT = Shoot A-gap
- W, M = Shoot A-Gap
- RT = Shoot B-gap
- RE = Shoot C-gap

- F = Shoot D-gap
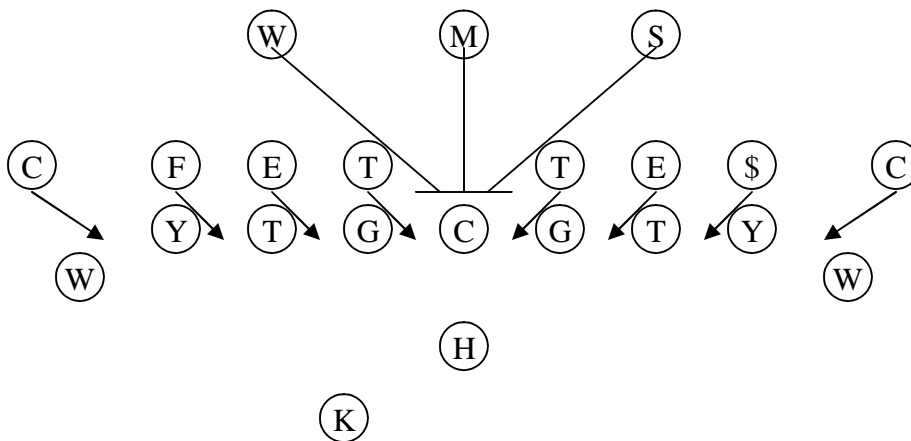- RC = Outside Rush
- S = Cover H
- $ = Cover Y
- LC = Cover W

Block Left

- RE = Shoot B-gap
- RT = Shoot A-gap
- S, M = Shoot A-Gap
- LT = Shoot B-gap
- LE = Shoot C-gap

- $ = Shoot D-gap
- LC = Outside Rush
- W = Cover H
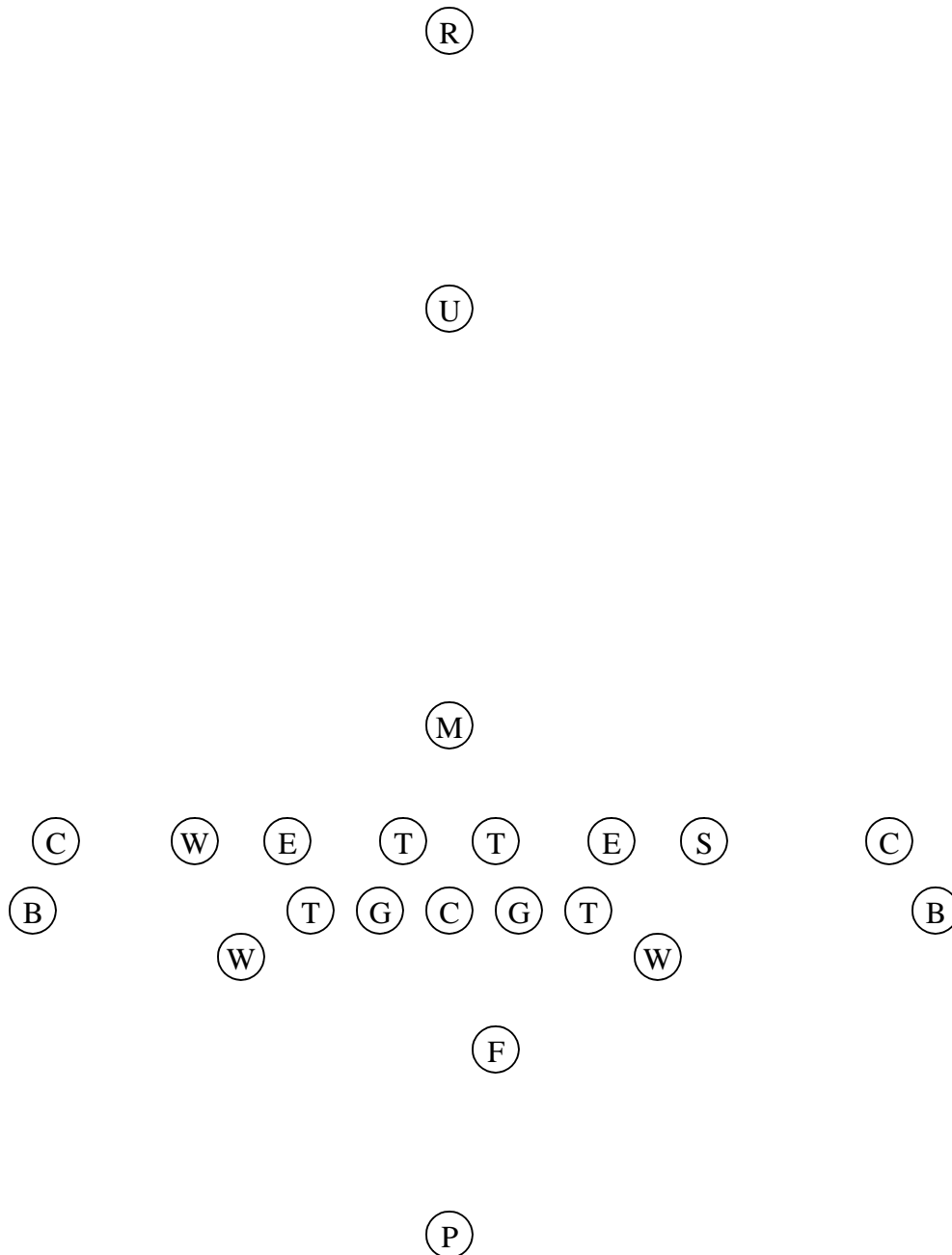- F = Cover Y
- RC = Cover W

Gamble

- Everyone Shoot inside Gap

- W, M, S = Leap at LOS

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Punt Return Team

Alignment

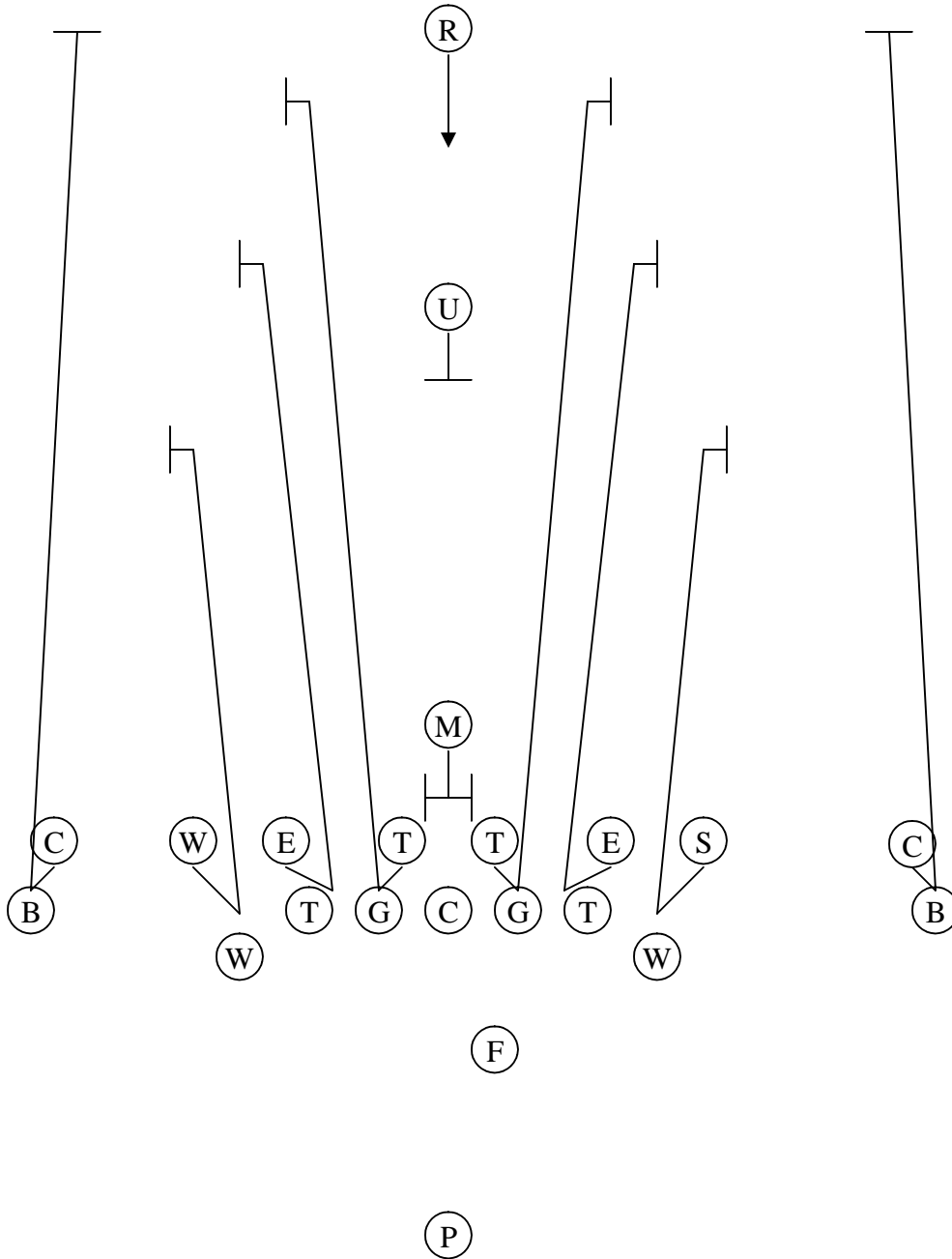- T = 2i
- E = 5
- W, S = 7
- M = Over center

- C = Inside shade of B
- U = 20 yards
- R = 35 yards

(R)

(U)

(M)

(C) (W) (E) (T) (T) (E) (S)   (C)

(B)   (T)(G)(C)(G)(T)   (B)

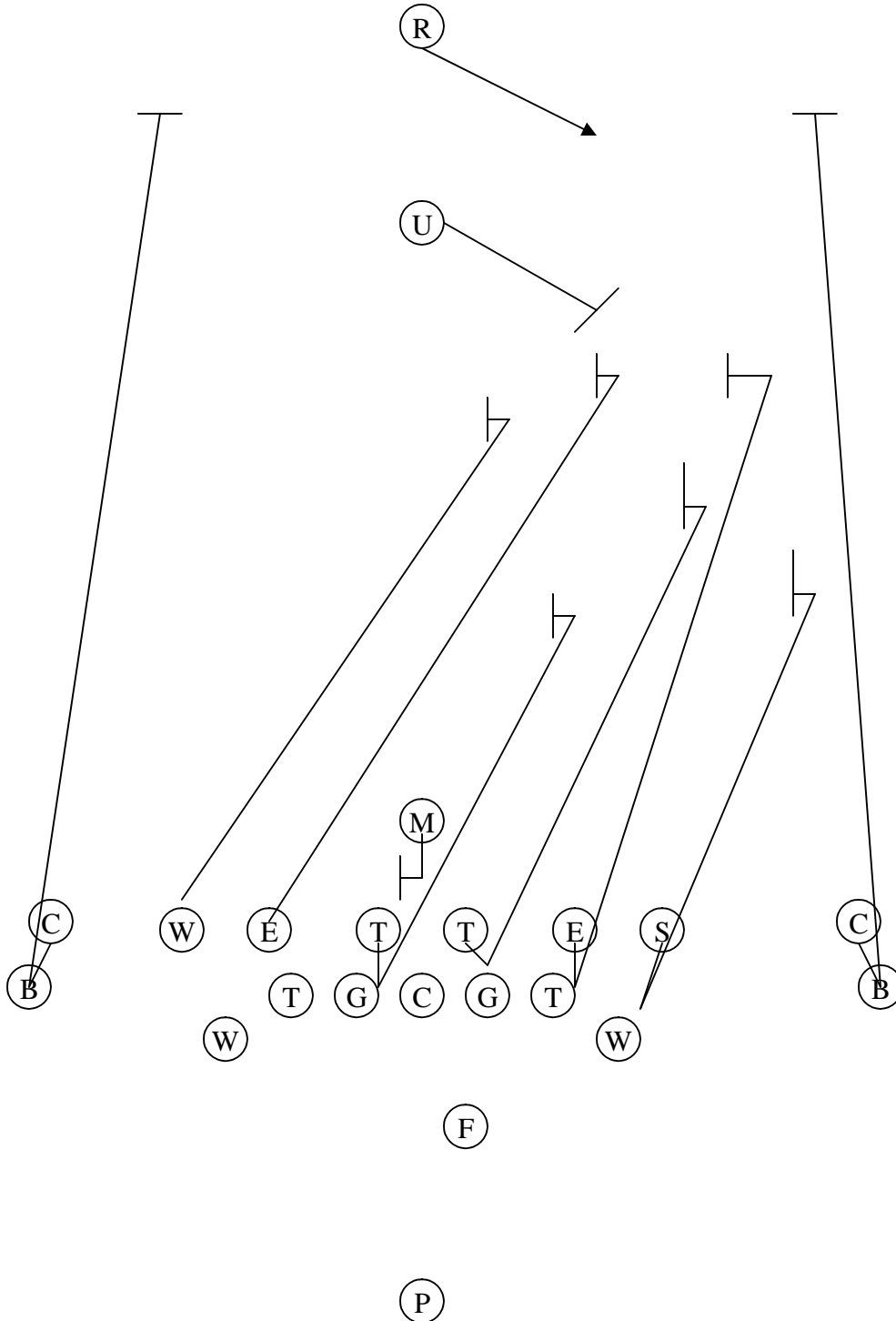(W)   (W)

(F)

(P)

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Return Middle

- T, E, W, S = Engage G, T, W
  - Force outside hash
- M = Wait for C to release
  - Engage C & force to hash
- C = Bump B and force past R
- U = Catch punt if short
  - Lead up middle of field
 - Engage first man through

Return Left

- W, RE = Release at snap
  - Get to opposite hash
  - Peel to middle
- T, LE, S = Engage G, T, W
  - Force to right

- M = Wait for C to release
  - Engage C & force to right
- C = Bump B and force past R
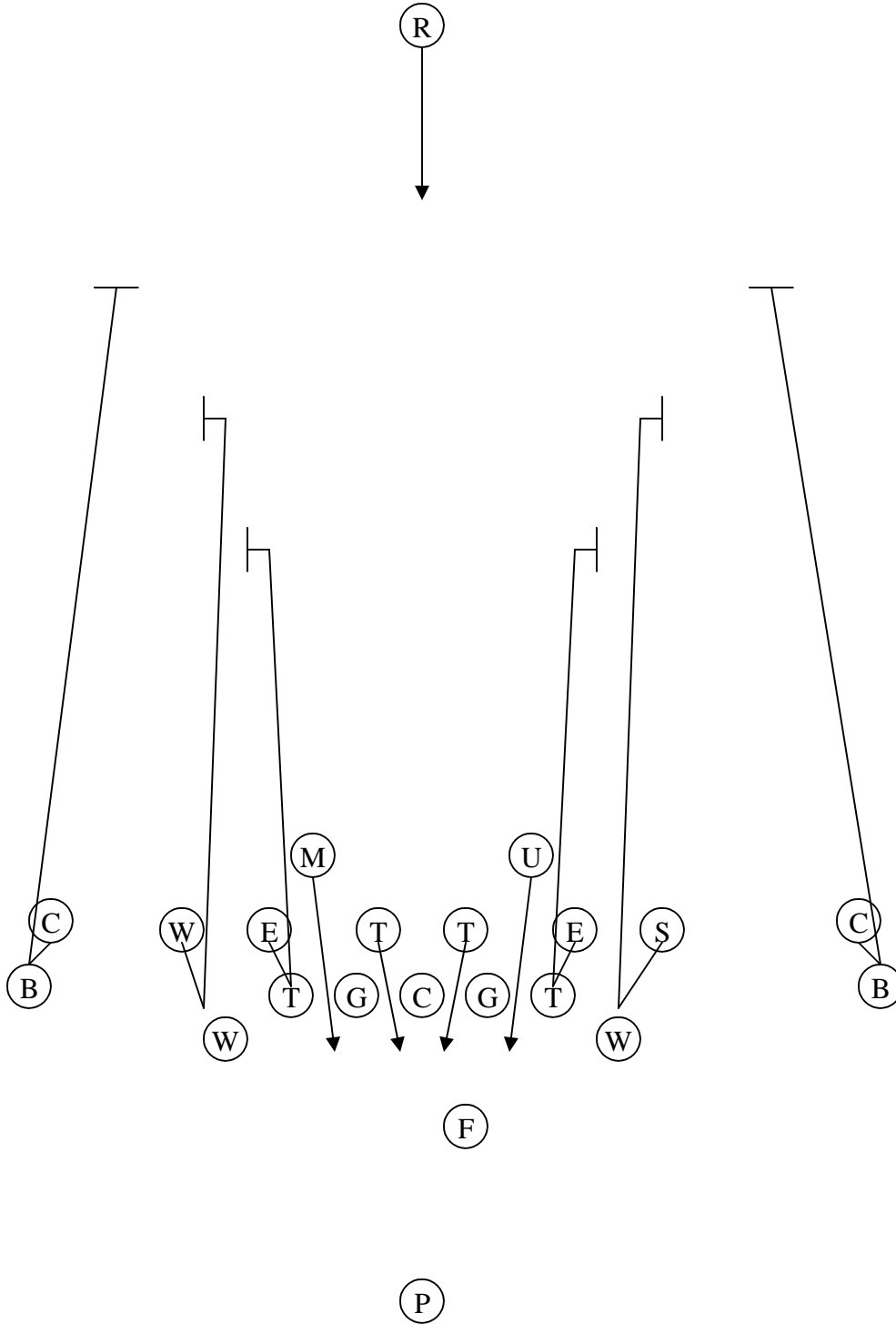- U = Catch punt if short
  - Lead to left

Return Right

- S, LE = Release at snap
  - Get to opposite hash
  - Peel to middle
- T, RE, W = Engage G, T, W
  - Force to left
- M = Wait for C to release
  - Engage C & force to left
- C = Bump B and force past R
- U = Catch punt if short
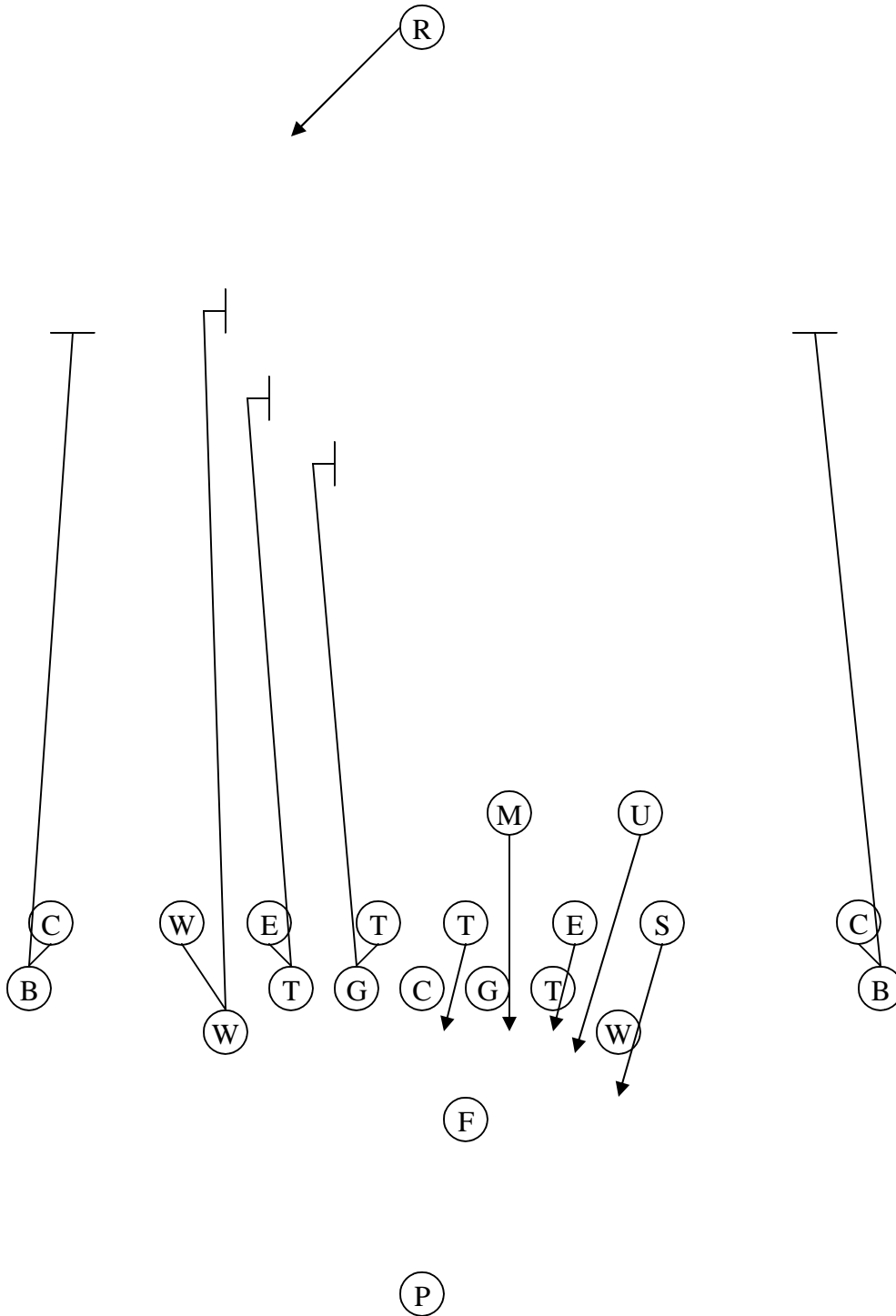 - Lead to right
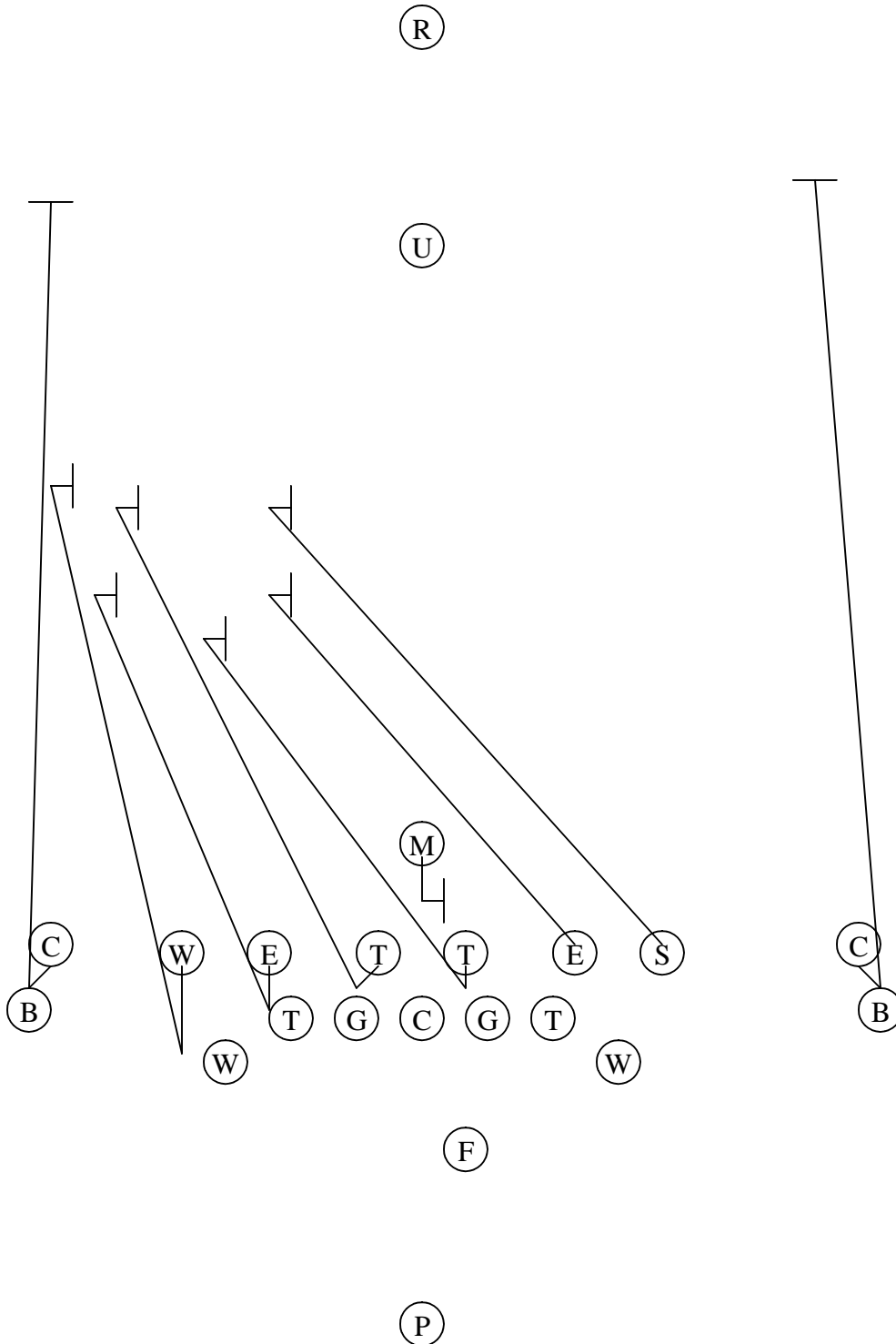
Block Middle

- T = Shoot A-gap
- M, U = Shoot B-gap
- C = Bump B and force past R

- W, S, E = Engage W, T
  - Force outside hash
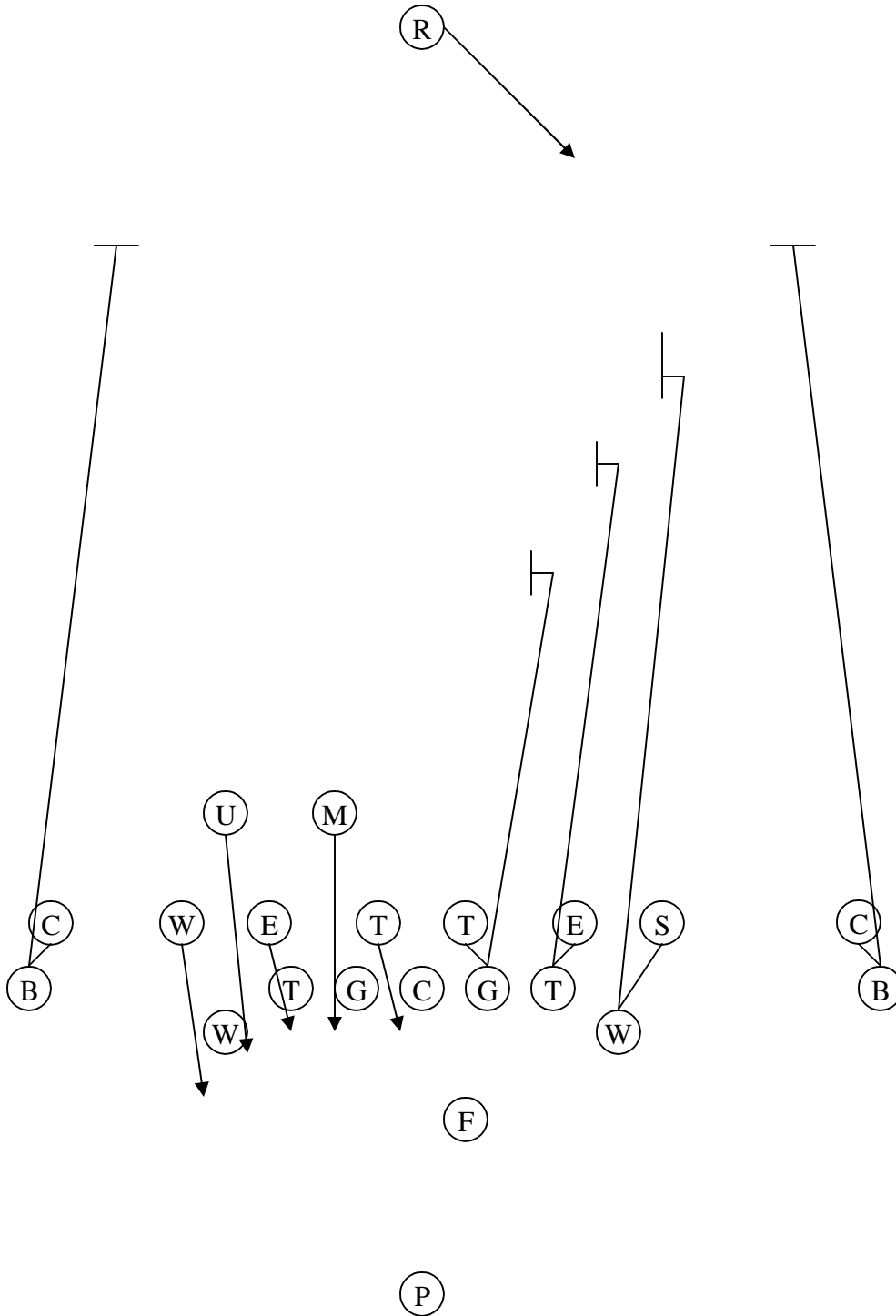- R = Catch & return middle

Block Left

- LT = Shoot A-gap
- M = Shoot B-gap
- LE, U = Shoot C-gap
- S = Shoot D-gap

- C = Bump B and force past R
- RT, RE, W = Engage G, T, W
  - Force left
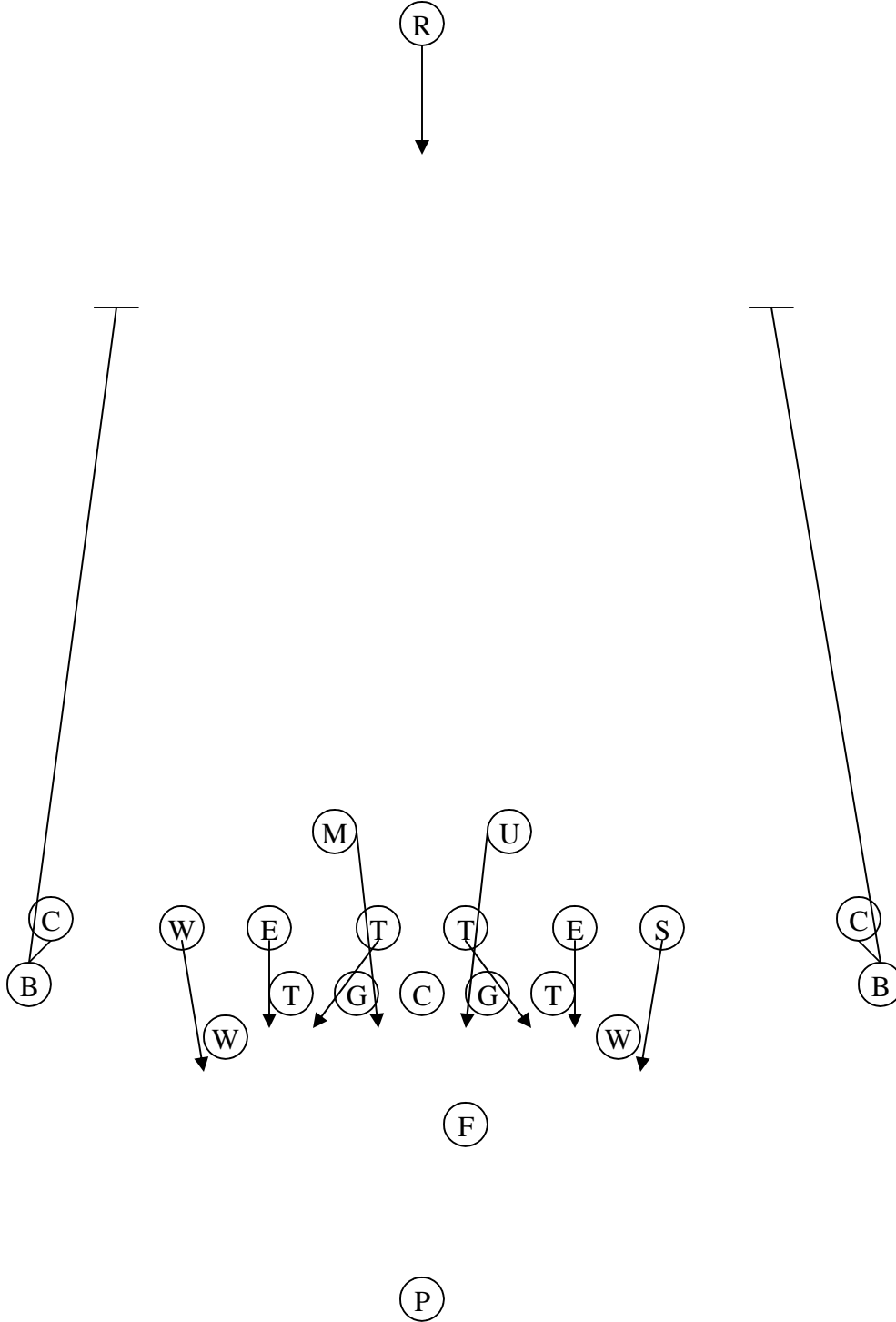- R = Catch & return right

Block Right

- RT = Shoot A-gap
- M = Shoot B-gap
- RE, U = Shoot C-gap
- W = Shoot D-gap

- C = Bump B and force past R
- LT, LE, S = Engage G, T, W
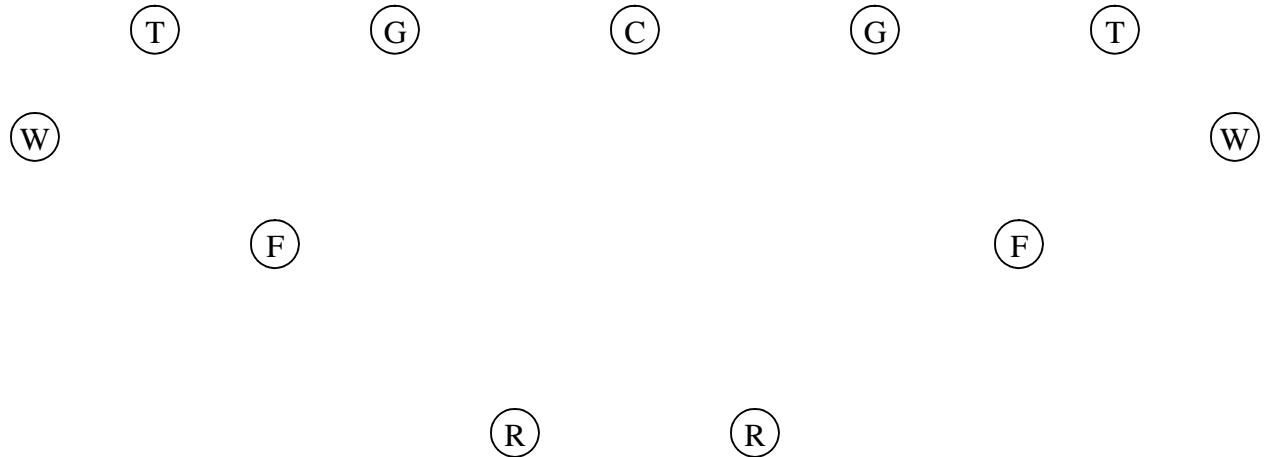 - Force right
- R = Catch & return left

Gamble

- M, U = Shoot A-gap
- T = Shoot B-gap
- E = Shoot C-gap

- W, S = Shoot D-gap
- C = Bump B and force past R
- R = Catch and Return

Kickoff Return Team

Alignment

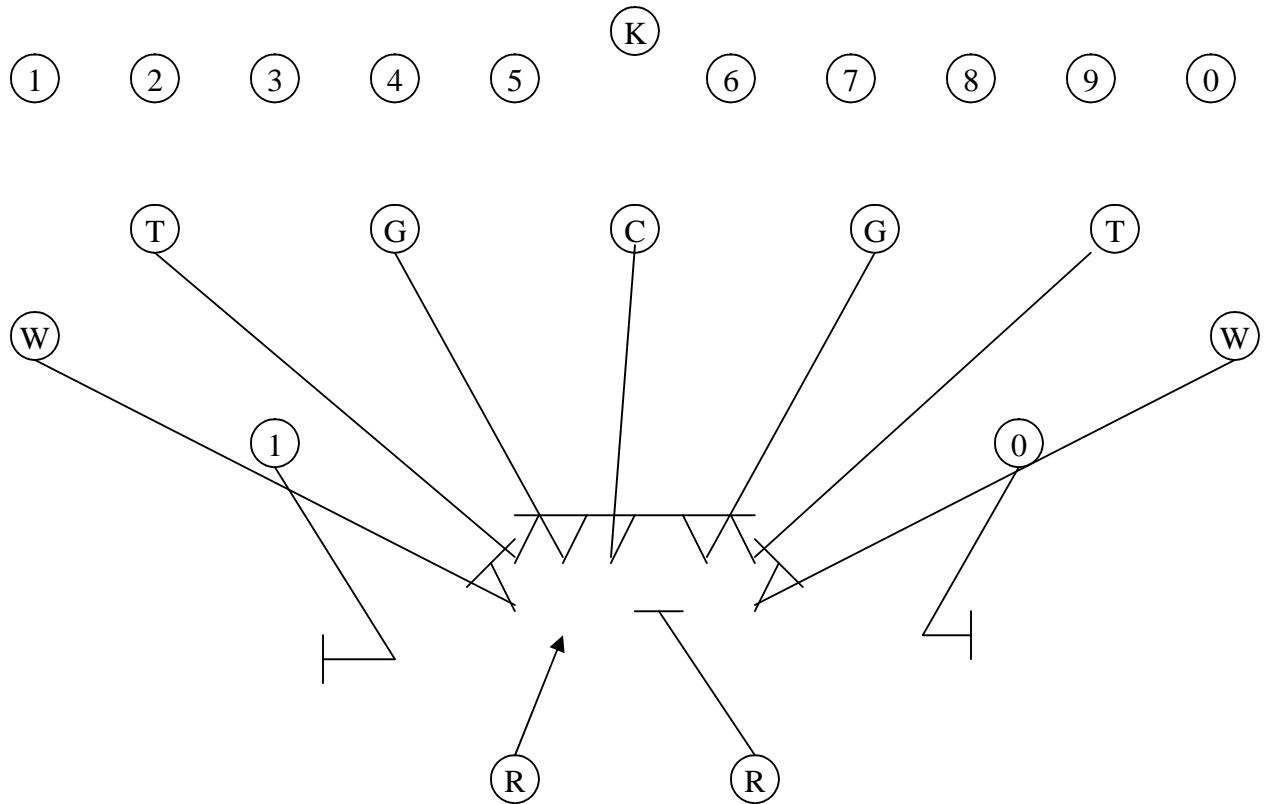- Count the kickoff team from left to right
    - Exclude K
- T, G, C = 10 yards from ball
    - C = Middle of field
    - G = Hash
    - T = Inside numbers
- W = 20 yards from ball
    - On #'s
- F = 25 yards from ball
    - Between hash and #'s
- R = 5 yard line
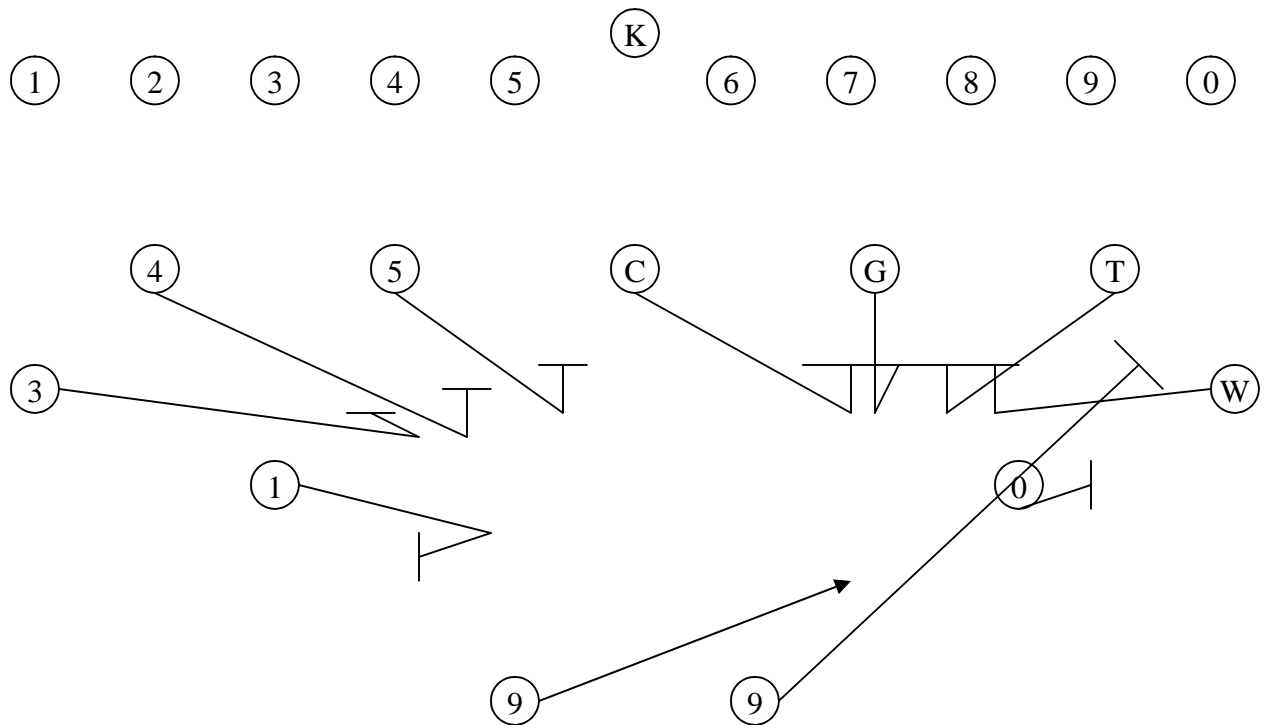   - Hash

Return Middle

- W, T, G, C = Middle Wedge
- F = Block Runners
- R = Catch if ball comes to you
    - Lead up wedge if ball away

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Return Right
- RW, RT, RG, C = Wedge Right
  - Pick up 6, 7, 8
- LG = 5
- LT = 4
- LW = 3
- F = Block Runners
- R = Catch if ball comes to you
  - 9 if ball goes away

(K)

(1) (2) (3) (4) (5)   (6) (7) (8) (9) (0)

(4) (5)   (C) (G) (T)

(3)   (W)

(1)   (0)

(9)   (9)

Return Left
- LW, LT, LG, C = Wedge Left
  - Pick up 3, 4, 5
- RG = 6
- RT = 7
- RW = 8
- F = Block Runners
- R = Catch if ball comes to you
  - 2 if ball goes away

(K)

(1) (2) (3) (4) (5)   (6) (7) (8) (9) (0)

(T) (G)   (C)   (6)   (7)

(W)   (8)

(1)   (0)

(2)   (2)

17